GEMSTONE PUBLISHING

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No. 673

WALT DISNEY'S COMICS

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KID STUFF

WALT DISNEY'S COMICS AND STORIES

Our William Van Horn story this issue has an interesting history. During the era when Disney published Disney comics in-house, Van Horn was the writer/artist of record for the lead feature in each issue of *Donald Duck Adventures*. But when he drew "Kid Stuff" for *DDA* 16 (September 1991), it was decided that it was not "adventurous enough" to be the lead-off to a comic entitled *Donald Duck Adventures* so it was bumped to the rear of the book and a European saga, "In the Talons of the Ancient Roc Bird," took over the lead position and cover for that issue. Now, 15 years later, we've resurrected "Kid Stuff" and, since it's a Van Horn story, it has finally achieved lead feature status. We even commissioned Bill to do a brand new cover illustrating the tale. It's also interesting to note that "Kid Stuff" was produced during a period when new stories were being drawn three tiers to a page in an effort to mimic super hero comics. Does it work for Disney comics or not?

Also in this issue are parts one and two of "The Orb Saga," another multi-part epic by Pat and Carol McGreal that brings the universes of Donald and Mickey together. Their "Mythos Island" series a few issues back was very well received. What do you think of this one?

—John Clark

• IN THIS ISSUE •

Donald Duck **KID STUFF**	**Story & Art:** William Van Horn **Color:** Susan Daigle-Leach
Scamp **BOO TO YOU, TOO**	**Story:** Unknown **Art:** Al Hubbard (*Scamp FC* 806, June 1957) **Color:** Marie Javins
Uncle Scrooge **DIMES ARE FOREVER The Orb Saga Part One**	**Story:** Pat & Carol McGreal **Art:** Vicar **Color:** Egmont & Marie Javins **Lettering:** Willie Schubert
Three Little Pigs **THE BROOM BOOM**	**Story:** Unknown **Art:** Jack Bradbury (*CND* 14, June 1958) **Color:** Barry Grossman
Donald Duck **HOTEL TRANSYLVANIA**	**Story:** Janet Gilbert **Art:** Wanda Gattino **Color:** Egmont & Kneon Transitt **Lettering:** Jon Babcock
Mickey Mouse **A KIDNAPPING IN YUBET The Orb Saga Part Two**	**Story:** Pat & Carol McGreal **Art:** César Ferioli **Color:** Egmont & Barry Grossman **Lettering:** Susie Lee

Front cover art by William Van Horn, color by Susan Daigle-Leach

NEXT ISSUE SHIPS WEEK OF OCTOBER 16

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WALT DISNEY'S

DONALD DUCK

IN

"KID STUFF"

WE KNOW HOW TO PAINT, UNCA DONALD!

HONEST!

WHY CAN'T WE HELP?

D. DUCK
HOUSEPAINTER
I PAINT ANY HOUSE ANYWHERE!

KJD003-1

BECAUSE A HOUSE PAINTER OF **MY** CALIBER CAN'T AFFORD TO SADDLE HIMSELF WITH MERE NEOPHYTES LIKE YOU, THAT'S WHY!

WHAT DO YOU MEAN, **YOUR** CALIBER?

YOU'VE NEVER PAINTED A HOUSE IN YOUR LIFE!

THERE'S A FIRST TIME FOR EVERYTHING! EVEN **REMBRANDT** HAD TO START **SOMEWHERE!**

HE COULD HAVE IF HE HAD WANTED TO AND SO CAN I! NOW VAMOOSE! GO **AMUSE** YOURSELVES!

REMBRANDT DIDN'T PAINT HOUSES!

OBOY! MY **FIRST** CUSTOMER!

SOON...

AND SO YOU SEE, MISTER DUCK, IT'S REALLY A VERY UNUSUAL OLD HOUSE! BUT UNLESS I CAN GET IT SPRUCED UP, I'LL NEVER BE ABLE TO **SELL** IT!

SAY NO MORE, MISTER FLEASAP! A JOB LIKE THIS IS A LEAD-PIPE **CINCH** FOR A MAN OF **MY** TALENTS! WHAT'S THE ADDRESS?

131313 GLOOMY TERRACE! BUT THERE'S SOMETHING **ELSE** ABOUT THE HOUSE THAT YOU **OUGHT** TO KNOW!

I KNOW EVERY-THING I **NEED** TO KNOW, MISTER FLEASAP! CONSIDER THE JOB DONE!

313

GEE! HE NEVER GAVE ME A CHANCE TO TELL HIM THE **MOST** UNUSUAL THING ABOUT THE HOUSE!

WHAT'S THAT, SIR?

VOOM

IT'S SUPPOSED TO BE **HAUNTED**!

!!!

DOES ANY **AMUSEMENT** IN PARTICULAR SUGGEST ITSELF TO YOU GUYS?

ARE YOU KIDDING?

LEAD ON, McDUFF!

WHAT A **DUMP**! IF I DIDN'T KNOW ANY BETTER I'D SAY IT WAS HAUNTED!

BUT I **DO** KNOW BETTER BECAUSE HAUNTED HOUSES ARE **KID STUFF**!

AND SO.

I'LL HAVE THIS RICKETY OLD JOINT LOOKING LIKE SIX MILLION BUCKS BEFORE YOU CAN SPELL ROOT-TE-TOOT IN SANSKRIT!

AND THEN...

SCRUF

PAINT

HMM! DOGGONE FLOOR MUST BE ON A **TILT**!

PAINT

MEANWHILE

GO QUIETLY, MEN! REMEMBER - UNCA DONALD HAS EARS LIKE AN ELEPHANT!

1942

YEAH! AND A VOICE LIKE ONE, TOO!

IT'S COMING FROM THE LIVING ROOM!

OH, I HAD AN ALLIGATOR, HER NAME WAS NELL...♪

QUICK! BEHIND THAT CHAIR BEFORE UNCA DONALD SEES US!

WHAT'S FIRST ON THE HAUNT PARADE?

YOU'LL SEE! HAND ME THE ROPE!

YOU'VE GOT IT!

...HER EYES WERE ROSY, AND HER SMILE WAS...♪

OKAY- YANK!

...SWELL!

CRUMP

THIS FLOOR MUST BE EVEN MORE TILTED THAN I THOUGHT! FUNNY IT ISN'T NOTICEABLE!

OH, WELL! I GUESS THE LIFE OF A GREAT PAINTER IS **BOUND** TO HAVE ITS UPS AND DOWNS!

PAINT

HE TOOK THAT WELL! NOW WHAT?

I'D SAY IT'S TIME FOR A LITTLE **TARGET PRACTICE!**

RIGHT ON THE OLD BEAN WITH A NEW BEAN, YOU MEAN?

BEANS

RIGHTO!

PHUT

DING

OW

HEY! WHOA! WAIT!

THE PAINTER'S MANUAL DIDN'T SAY ANYTHING ABOUT BEING AN **ACROBAT!**

I'M REALLY NOT BEING PAID FOR STUFF LIKE THIS!

ZIP

ZIZZ

HELP!

THUD

GLOOP

PAINT

LEMME OFF THIS THING!

SP

WHAM

CRASH

YOU KNOW, THERE'S SOMETHING MIGHTY **FISHY** GOING ON AROUND HERE! IF I DIDN'T KNOW BETTER I'D SAY THIS DUMP **IS** HAUNTED!

WELL, ANY **OTHER** BRIGHT IDEAS?

YEP! JUST ONE! FOLLOW ME!

WHERE ARE WE GOING?

INTO THE CELLAR! DIDN'T YOU NOTICE THOSE FURNACE VENTS?

IF YOU MEAN WHAT I THINK YOU MEAN, IT'LL DRIVE UNCA DONALD WILD!

KINDA SPOOKY DOWN HERE, ISN'T IT?

CAN THE CHATTER ABOUT SPOOKY AND STICK TO BUSINESS!

AND HURRY IT UP, DEWEY!

CREAK CREAK CREAK

WHAT DO YOU MEAN, HURRY IT UP? I'M RIGHT HERE **AHEAD** OF YOU!

!!

THEN **WHAT** IS MAKING THOSE CREAKING SOUNDS?

CREAK

YOU DON'T SUPPOSE THIS PLACE REALLY IS HAUNTED, DO YOU?

DON'T BE SILLY! THE ONLY "GHOSTS" AROUND HERE ARE WEARING BASEBALL CAPS! OLD HOUSES ALWAYS MAKE CREAKY NOISES!

IF YOU SAY SO!

ONE OR TWO MORE JOBS LIKE THIS AND I'LL BE READY FOR THE BIG TIME! THEN I'LL—

YOOOO HOOOO! DONALD!

WHAT THE DICKENS? HELLO? IS SOMEONE **DOWN** THERE?

HELP MEEE! I'M LOST IN THE FURNACE DUCTS!

IF THIS DOESN'T GET UNCA DONALD'S GOAT, NOTHING WILL!

THIS IS THE SCREWIEST THING I'VE EVER HEARD! WHO **ARE** YOU?

I'M A **GHOST** WITH SIXTEEN FEET, **TWO** HEADS AND **THREE** EYES!

AND ALL OF MY CREDIT CARDS HAVE EXPIRED!

DON'T OVER-DO IT, DEWEY!

WHICH EXPLAINS EVERYTHING! GHOST MY EYE! THAT WAS DEWEY'S VOICE! AND I KNOW JUST HOW TO TAKE CARE OF THREE LITTLE WISE-GUY "GHOSTS"!

SLURP

YOO HOO! MISTER GHOSTIE! ARE YOU STILL IN THERE?

YOU BET YOUR SOCKS I AM, REMBRANDT! WHY?!

JUST WONDERING!

HAHAHAHAHAHAHAHEHEHE

SKOOT

SPLOOSH

THIS IS GETTING A BIT TIRESOME!

WE TOLD YOU NOT TO OVER-DO IT!

I DIDN'T SAY ANYTHING ABOUT REMBRANDT, AND THAT WASN'T ME LAUGHING!

QUIT THE CLOWNING, DEWEY!

YEAH! IF IT WASN'T YOU, WHO WAS IT?

I DON'T KNOW, GUYS! BUT IT SURE WASN'T UNCA DONALD!

L-LOOK!

OH, MY EVER-LOVING HEAVENLY DAYS!

THE SPOOKS ARE REAL!

GANGWAY!

EVERY MAN FOR HIMSELF!

GETTUM UP, SCOUT!

OOF

SOUR GRAPES, EH, BOYS!

HELP GHOSTS THUD CRASH BAM POW

HEH! HEH! I BET THOSE LITTLE TIN-POT SCORPIONS WILL HIGH-TAIL IT OUTTA HERE LIKE SIXTY!

YEP! THERE THEY GO!

SERVES THEM RIGHT FOR TRYING TO PULL THE OLD HAUNTED HOUSE ROUTINE ON A **SMART** GUY LIKE ME!

WHICH JUST GOES TO PROVE THAT YOU'VE GOT TO GET UP EARLY IF YOU WANT TO GET OUT OF BED!

NOW MAYBE I CAN GET SOME **WORK** DONE!

AND INDEED, TIME PASSES UPON WINGS OF PEACEFUL PRODUCTIVITY!

I'M UTTERLY FLABBERGASTED! IT LOOKS ABSOLUTELY WONDERFUL, MISTER DUCK! I'D HARDLY **KNOW** THE PLACE!

I AIM TO PLEASE!

BUT TELL ME - YOU DIDN'T, ER, HAVE ANY **TROUBLE** DID YOU?

NOTHING I COULDN'T HANDLE, MISTER FLEASAP!

THAT'S FUNNY! I WAS TOLD THAT THIS OLD PLACE WAS SUPPOSED TO BE **HAUNTED**!

DON'T LET PEOPLE FOOL YOU, MISTER FLEASAP! TAKE IT FROM ME - HAUNTED HOUSES ARE STRICTLY **KID STUFF**!

HEH HEH HEH HEH HEH HE

THE END.

SCAMP

BOO TO YOU, TOO

DO YOU MIND, LADY, IF SCAMP COMES ALONG WITH SPEEDY AND ME TO PLAY HIDE AND SEEK?

YAH! VE HAF FUN, PLAY HIDE AND ZEEK!

THAT'LL BE NICE! DO YOU WANT TO GO, SCAMP?

I SURE DO!

VERE VE GO PLAY HIDE AND ZEEK?

THE RUBBISH DUMP BY THE RIVER IS A GOOD PLACE!

THAT'S TOO FAR, TRUSTY!

LET'S GO DOWN TO THAT OLD ABANDONED HOUSE IN THE NEXT BLOCK!

(GULP!) YEAH! UH...YEAH!

DOTS A NICE PLACE!

WHAT'S THE MATTER, TRUSTY -- ARE YOU AFRAID OF GHOSTS?

W-WHY OF COURSE NOT! (AHEM!) DID I EVER TELL YOU ALL ABOUT THE TIME WHEN...

OH-OH! ANOTHER ONE OF HIS STORIES!

...MUH GREAT GRAN' PAPPY BEAUREGARD BACK IN GEORGIA WAS CALLED TO TRACK A CRIMINAL?

YOU TOLD US THAT ONE THE *LAST* TIME WE PLAYED HIDE AND SEEK!

YAH!

WELL, SUH—WE STARTED OUR SNIFFERS TO SNUFFIN' AND FINALLY CAUGHT THE SCENT...

THAT'S RIGHT, TRUSTY...YOU TOLD US THE SAME STORY THREE TIMES LAST FOURTH OF JULY, AND TWICE LAST CHRISTMAS, AND SEVEN TIMES LAST HALLOWEEN!

ALTOGETHER ABOUT ONE HUNDRED AND FORTY-FIVE TIMES!

...THIS CRIMINAL WAS HEADIN' INTO A HAUNTED HOUSE WHEN WE SPOTTED HIM...

VE KNOW ALL ABOUT HOW YOU FIGHT SEVEN SPOOKS IN DOT HAUNTED HOUSE! YAH! YOU TOLD US!

GOSH! LOOK, SPEEDY—HE'S STILL BACK THERE THINKING WE'RE LISTENING TO HIM!

LET'S HAVE SOME FUN WITH HIM AT THE OLD HOUSE! OKAY, SPEEDY?

YAH! DOT A GOOT IDEA! VE SCARE HIM, YES?

...SO BEAUREGARD AND I CHARGED INTO THE HAUNTED HOUSE WITH NERVES OF STEEL...

PSST! LET'S SEE HOW *HIS* NERVES ARE!

HA!

...AND STANDING BEFORE US WERE SEVEN REAL, LIVE, LIVIN' *SPOOKS!*

READY?

YAH!

BOO!

BOO!

YI-I-I!

(GULP!) OH, YOU TWO!

HEH, HEH! (GULP!) I WAS JUST *PRETENDIN'* TO BE SCARED— I KNEW IT WAS YOU TWO ALL THE TIME!

OH, SURE!

TEE, HEE!

UH... DON'T YOU THINK IT'S BETTER TO GO TO THE DUMP TO PLAY? WE MIGHT EVEN FIND SOME NICE *BONES* TO CHOMP ON!

NOPE! JUST FOLLOW US!

HERE WE ARE! COME ON, TRUSTY!

YAH! TIME TO START ZE HIDE AND ZEEK!

I'M COMIN'! I'M RIGHT BEHIND YOU ALL!

SURE LOOKS SPOOKY!

THIS IS "HOME," AND I'M "IT" FIRST! GO HIDE WHILE I COUNT UP TO TEN!

CAN'T WE HIDE *OUTSIDE?* IT'S SUCH A NICE, WARM EVENING!

YAH! INZIDE OR OUTZIDE!

SPEEDY AND ME LIKE TO HIDE *INSIDE!* THERE'S MORE PLACES TO HIDE!

DOT'S RIGHT! DERE'S NICE *DARK* PLACES!

GULP!

HERE GOES...ONE...TWO... FOUR...SEVEN...FIVE...

I HIDE UNDER STAPS!

THE LONGER I CAN KEEP OUT OF THAT HOUSE THE BETTER! I'M GOING TO HIDE OUTSIDE IN THIS HERE BARREL!

PSST! SCAMP... TRUSTY IS IN ZE *BARREL!*

OKAY! SPEEDY, YOU BE "IT" NEXT, SO TRUSTY DOESN'T GET SUSPICIOUS!

CATCH ME, SCAMP, SO I BE "IT"!

HERE I COME, READY OR NOT!

AH, *HA!* I SEE YOU, SPEEDY! YOU'RE "IT" NEXT!

OH, BOY! IF I GET IN SAFE I WON'T HAVE TO LOOK FOR THEM!

PSST! I'LL MAKE OUT I'M LOOKING FOR TRUSTY AROUND THE OTHER SIDE OF THE HOUSE! YOU GO GET HIM TO COME IN FREE!

YAH!

HA! I CAN HARDLY WAIT FOR IT TO BE TRUSTY'S TURN TO SEARCH FOR US! THEN HE'LL *HAVE* TO GO INTO THAT SPOOKY HOUSE!

I'M GOING TO STAY IN THIS HERE BARREL TILL IT'S TIME TO GO HOME!

QUICK, TRUSTY, RUN IN TO BASE AND YOU ARE SAFE! SCAMP IS BEHIND THE HOUSE!

ARE YOU SURE, SPEEDY?

SURE... OOPS!

HEY! WHAT GIVES?

GOOD GRIEF! WHAT HAPPENED?

ZAT BARREL ROLL DOWN ZE HILL!

CRASH!

ARE YOU HURT, TRUSTY?

NO! I'M OKAY! I'LL JUST STAY UP HERE AND WATCH YOU TWO PLAY!

AW COME DOWN! THE MORE PLAYERS THE BETTER!

BESIDES, I'M "IT" THIS TIME!

WELL, ALL RIGHT! I'LL PLAY AS LONG AS I'M NOT "IT"!

HEH, HEH!

LET'S HIDE INSIDE THE HOUSE, TRUSTY!

NO! I THINK THIS HERE PLACE IS MIGHTY FINE!

I COUNT TO TEN! VON, DOO, DREE, FOUR, ZIX, *TEN!*

I'LL GIVE TRUSTY A LITTLE SCARE, SO SPEEDY WILL SEE HIM! THEN HE'LL BE "IT," AND WE'LL HAVE FUN SCARING HIM!

SURE HOPE SPEEDY DON'T FIND ME OR I'D HAVE TO LOOK FOR 'EM IN THAT OL' SPOOK HOUSE!

BOO!

YEOW!

I ZEE YOU, TRUSTY! YOU'RE "IT"!

I GOT IN FREE! NOW IT'S YOUR TURN TO BE "IT," TRUSTY!

DON'T YOU THINK IT'S 'BOUT TIME WE ALL WENT HOME?

YOU AFRAID, TRUSTY?

AFRAID? ME! WHY OF *COURSE* NOT! I'LL BE "IT"!

DON'T PEEK!

I DON'T WANT TO LET 'EM KNOW I'M SCARED, OR THEY WON'T BELIEVE MUH STORIES ANY MORE!

COME ON, SPEEDY— UP HERE!

ONE, TWO, THREE, FOUR, FIVE...

YAH!

SHHH!

NINE, TEN! HERE I COME, READY OR NOT!

THEY MUST BE IN THIS DARK ROOM! *(GULP!)*

PSST! WHEN HE GETS INSIDE, I'LL RATTLE THIS CHAIN AND YOU PUSH THE JUNK OVER! HEH, HEH!

(GULP!) I SURE WISH WE HAD GONE TO THE CITY DUMP TO PLAY!

UH...YOU KIDS UNDER HERE?

CRASH!

BAM!

YEOW!

KLUNK!

HA! COME OUT, TRUSTY! *WE* MADE THAT NOISE!

YAH! VE ZPOOKS! TEE, HEE!

WHY, I'LL BE DOGGONED! I'LL FIX THEM!

SURE IS DARK IN THERE!

YAH!

BOO!

YIPES!

BOY, LOOK AT 'EM MOVE!

BOO!

YIPE!

YI-I-I!

SOON...

DERE COMES TRUSTY LIKE NOTHING HAPPENED!

WH-WHAT HAPPENED, TRUSTY— DID YOU SEE THAT SPOOK?

YUP! I WAS LOOKIN' FOR YOU ALL WHEN I SAW THAT OL' SPOOK CHASE YOU... SO I TOOK AFTER HIM AND CHEWED HIM UP TILL HE DISAPPEARED!

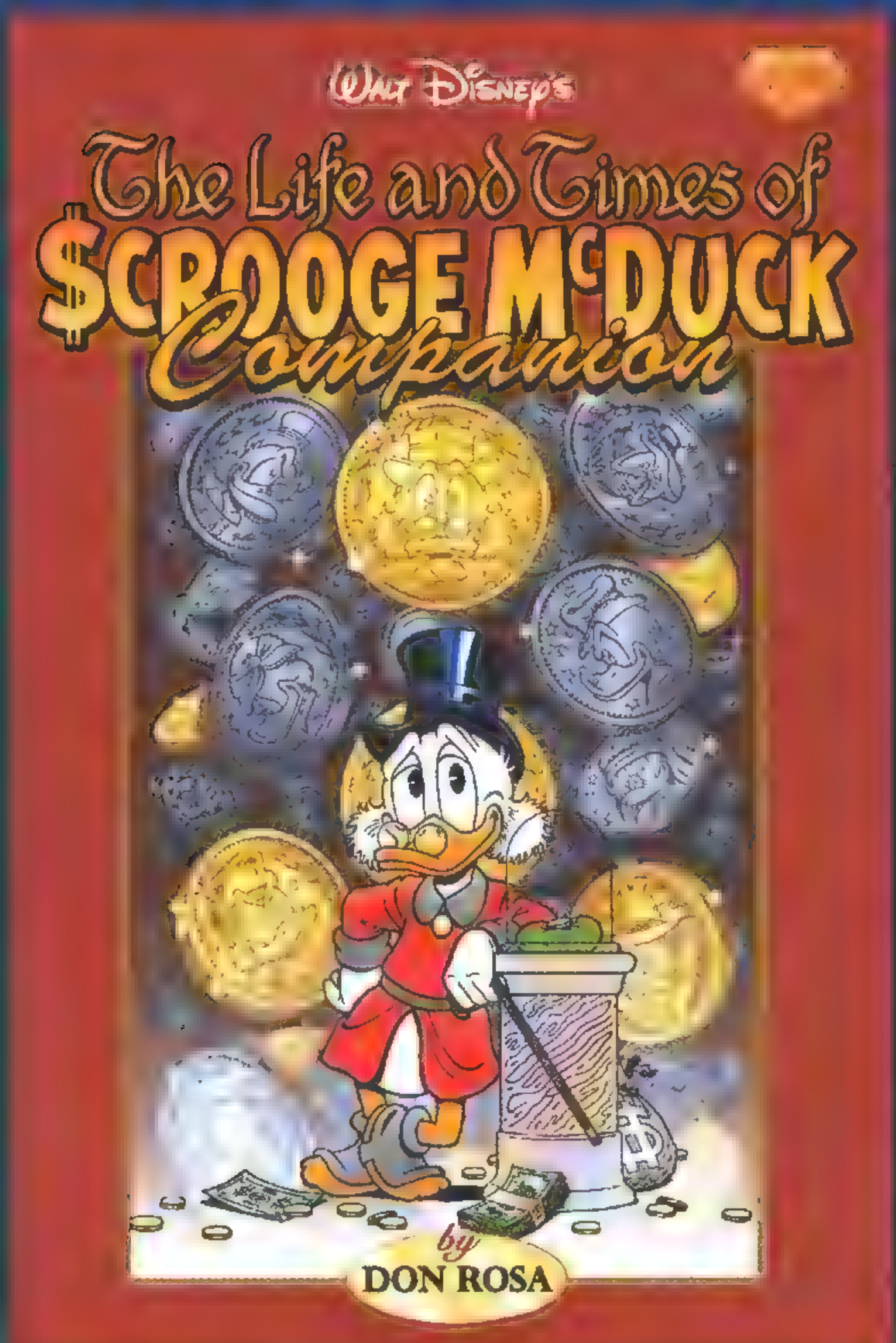
BUT HE WASN'T HALF THE SIZE OF THOSE SEVEN SPOOKS BEAUREGARD AND I CHAWED UP! UH... LET'S COME PLAY HIDE'N' SEEK AGAIN TOMORROW NIGHT AT THAT OL' HOUSE!

WELL, FOR A *CHANGE* IT MIGHT BE NICE TO PLAY IN THE CITY DUMP, EH, SPEEDY?

YAH! *(GULP!)* ZAT IS GOOT IDEA!

Gemstone Publishing presents

More Life and Times of $CROOGE McDUCK



You asked for them, and here they are... the prequels, the sequels, and the in-between-quels to Don Rosa's *Life and Times of Scrooge McDuck*! Filling in the gaps between the twelve original chapters are "The Cowboy Captain of the Cutty Sark" (Chapter 3B/*Uncle Scrooge* 318), "The Vigilante of Pizen Bluff" (Chapter 6B/*US* 306), "The Prisoner of White Agony Creek" (the all-new Chapter 8B!), "Hearts of the Yukon" (Chapter 8C/*Walt Disney Giant* 1) and "The Sharpie of the Culebra Cut" (Chapter 10B/*US* 332).

But wait... there's more! We've got Don's first look at Scrooge's youth—the famous flashback from "Last Sled to Dawson" (*Uncle Scrooge Adventures* 5). We've got the apocrypha: "Of Ducks and Dimes and Destinies" (Chapter 0/*US* 297) and "The Dream of a Lifetime!" (*US* 329), with the modern-day Magica De Spell and Beagle Boys wreaking havoc in Scrooge's past. And we've got the commentary—more than a dozen pages of Rosa recollections on how these classics came to be, all for only $16.99!

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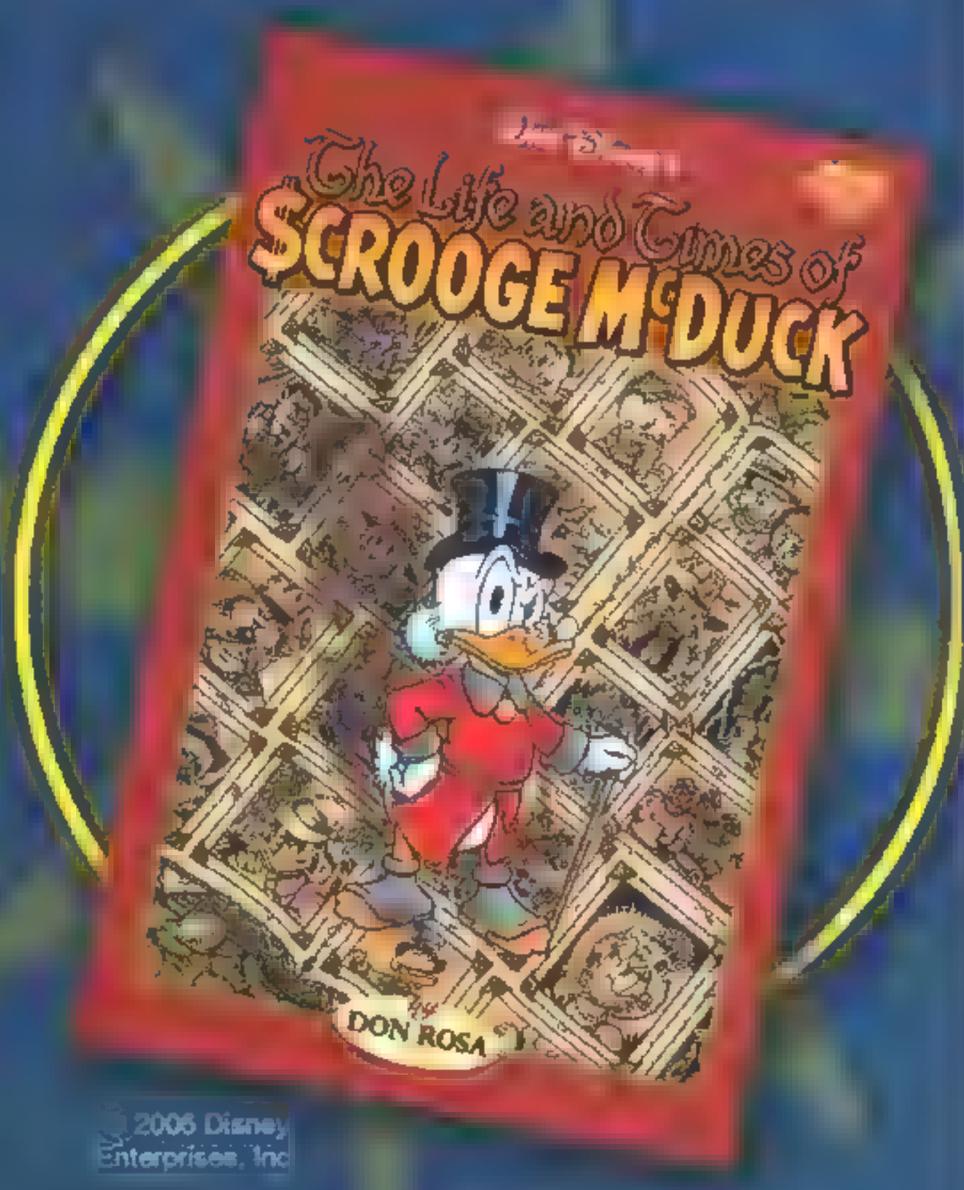
STILL ON SALE (AT A TIGHTWAD-FRIENDLY PRICE!)

It's Rosa's original twelve-chapter quest into Scrooge's life—presented in a 264-page volume replete with extensive authorial commentary. From Scrooge's Scottish childhood to his worldwide quest for gold; from his ill-starred romances to his meetings with history's heroes, this classic biography marked a milestone in duck comics. Annotated by Rosa himself and full of new-to-North-America art, Gemstone's $16.99 collected edition belongs on every Disney fan's bookshelf.



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Walt Disney's

UNCLE $CROOGE in Dimes Are Forever

PART 1 OF THE ORB SAGA

BEHOLD THE *VERTEX!* MY BRAND NEW STATE-OF-THE-ART AIRCRAFT, DONALD! THIS BIRD CAN TAKE OFF AND LAND IN A HORIZONTAL, HOVERING MODE!

BIG DEAL! A *HELICOPTER* CAN DO THAT!

D 99007

BUT CAN A HELICOPTER SHOOT INTO THE STRATOSPHERE AT SUPER-SONIC SPEED AND COME DOWN ON THE OTHER SIDE OF THE WORLD IN THIRTY MINUTES?

JEEPERS! THAT'S FANTASTIC, UNCLE SCROOGE!

YOU BET! NOW I'M GOING TO TAKE THE VERTEX ON ITS MAIDEN VOYAGE!

A QUICK JAUNT TO BANGKOK TO PERSONALLY CLOSE A BIG BUSINESS DEAL DURING MY LUNCH HOUR!

I'M LEAVING *YOU* IN CHARGE OF THE MONEY BIN! DON'T LET ME DOWN, DONALD!

SURE...

SWOOSH!

YOU CAN COUNT ON ME, UNCLE SCROOGE!

MEANWHILE, ON THE SLOPES OF MT. VESUVIUS—

SPECIAL DELIVERY FOR MAGICA DE SPELL!

SORCERY SHOP

THAT'S *ME*, POSTMAN! HAND IT OVER!

LOOK! SHE'S GETTING A PACKAGE! SHOULD WE NOTIFY MR. McDUCK?

NAW! IT'S PROBABLY JUST A MAGIC CATALOG!

HEH! I'VE KNOWN FOR A LONG TIME THAT IF I LOWER THE *FIRST* COIN EARNED BY THE WORLD'S RICHEST PERSON INTO THE SULPHUROUS FIRES OF MT. VESUVIUS...

...IT'LL MELT INTO A MYSTICAL AMULET WHICH WILL GIVE ME THE MIDAS TOUCH! AND THAT SPECIAL COIN IS SCROOGE McDUCK'S NUMBER ONE DIME!

THOK

I'D *ALMOST* GIVEN UP HOPE OF EVER SNATCHING IT FROM THE OLD BIRD! THOSE DETECTIVES HE HAS WATCHING ME REPORT TO HIM ANYTIME I LEAVE THE PREMISES!

AND EVEN WHEN I *DO* SNEAK PAST THEM AND STEAL THE DIME, SCROOGE CATCHES ME BEFORE I CAN MAKE IT BACK TO VESUVIUS!

WELL, NO MORE! THIS PACKAGE IS FROM S.O.S.—THE *SORCERER'S OFFICIAL SUPPLYHOUSE!*

THAT HANDY MAIL-ORDER OUTFIT *SPECIALIZES* IN RARE AND OUT-OF-PRINT MAGICAL SPELLS FOR ITS CLIENTELE!

EXACTLY WHAT I ORDERED! AN INSTANTANEOUS TRANSPORT SPELL GOOD FOR MULTIPLE USES! IT'S EVEN GOT A FULL ONE HOUR WARRANTY!

HEH! HEH! NOW I CAN NAB THE DIME AND *ZIP* BACK TO MT. VESUVIUS IN NO TIME FLAT!

MEANWHILE, BACK AT THE MONEY BIN—

YESSIREE! THIS IS THE *EASIEST* THIRTY-THREE CENTS AN HOUR I'VE EVER EARNED!

UH-OH! AN INCOMING LOAD OF COLD, HARD CASH FOR UNCLE SCROOGE! I'D BETTER DIRECT THE DELIVERY!

THAT'S IT! DUMP EVERY LAST NICKEL RIGHT DOWN THE CHUTE!

HAH! THE SPELL WORKS SLICK AS A WHISTLE! AND I'M IN LUCK! IT LOOKS LIKE SCROOGE HAS GONE AWAY FOR THE DAY AND LEFT HIS *NEPHEW* IN CHARGE!

POOF

THE TIMING COULDN'T BE BETTER! SCROOGE IS A CAGY OLD BIRD BUT THAT NEPHEW IS A NUMBSKULL! THIS WILL BE EASY AS PIE!

OOM!

I'LL SIMPLY DISGUISE MYSELF AS A TAX AUDITOR! WHILE THE DUMB CLUCK IS DIGGING UP FINANCIAL RECORDS, I'LL SNATCH THE DIME!

IN NO TIME AT ALL—

ALL RIGHT, MR. DUCK! I NEED RECEIPTS AND BANK STATEMENTS AND I NEED THEM *NOW!*

OKAY, SIR! RIGHT AWAY, SIR! HERE'S EVERYTHING FROM THE LAST FIVE YEARS!

TSK! TSK! THIS PAPERWORK IS MUCH TOO *RECENT!* I WANT YOUR UNCLE'S RECORDS FROM 1938!

1938?

THAT STUFF MUST BE STORED IN THE BASEMENT! BUT I'LL FIND IT! *ANYTHING* TO KEEP THE GOVERNMENT HAPPY!

HEH-HEH!

WHILE THE PEA-BRAIN IS OFF ON A WILD GOOSE CHASE I'LL HELP MYSELF TO SCROOGE'S TREASURED DIME!

MEANWHILE, IN A RESTAURANT IN BANGKOK—

BRRR!

A COLD SHIVER JUST WENT DOWN MY SPINE! THE LITTLE FEATHERS ON THE BACK OF MY NECK ARE STANDING ON END!

MY INSTINCTS *CAN'T* BE WRONG! SOMETHING'S HAPPENED TO OLD NUMBER ONE! AND THAT MEANS MAGICA DE SPELL!

GOT TO GET BACK TO THE VERTEX! RADIO MY DETECTIVES! FIND OUT WHAT THAT SNEAKY SORCERESS IS UP TO!

??!!

NOW TO CAST MY TRANSPORT SPELL AND ZAP BACK TO MT. VESUVIUS!

YOO HOO! MR. AUDITOR! I'VE *GOT* THOSE RECORDS!

HUH?! SO-SO *SOON?*

YEP! THEY WEREN'T IN THE BASEMENT AFTER ALL! THEY WERE STORED IN A CLOSET JUST DOWN THE HALL!

CURSES! I *COULD* TRANSPORT MYSELF IN FRONT OF THIS DOLT, BUT WHY GIVE THE GAME AWAY? IT'S BETTER IF NO ONE KNOWS WHAT I'VE DONE UNTIL IT'S TOO LATE!

I GUESS I'LL HAVE TO THINK OF ANOTHER *ERRAND* TO SEND HIM OFF ON!

THIS COULD TAKE AWHILE, MR. DUCK! COULD YOU RUN AND FETCH ME A CUP OF COFFEE?

I'M WAY AHEAD OF YOU, SIR! HERE YOU GO! ONE STEAMING MUG OF JAVA! *ENJOY!*

GROAN!

BANGKOK AIRPORT—

ARE YOU SURE, MEN? YOU MUST BE ABSOLUTELY POSITIVE!

I'M TELLING YOU, MR. McDUCK...

MAGICA DE SPELL HASN'T *LEFT* HER PLACE ALL DAY LONG! YOUR DIME IS SAFE AND SOUND!

I SHOULD BE RELIEVED! BUT THAT ANXIOUS FEELING KEEPS GNAWING AT ME! ONLY ONE THING TO DO— GIVE *DONALD* A CALL!

MORE COFFEE, MR. AUDITOR, SIR?

RATS! THE ***WARRANTY*** ON MY SPELL WAS ONLY FOR AN HOUR! THAT HOUR'S ALMOST UP!

AND EVERYBODY KNOWS WHAT HAPPENS THE INSTANT SOMETHING GOES OUT OF WARRANTY! IT ***NEVER*** WORKS QUITE RIGHT AGAIN!

IF I CAN'T FIND A WAY TO ***DISTRACT*** THIS BOOB, I'LL HAVE NO CHOICE BUT TO VANISH RIGHT UNDER HIS NOSE!

OH! THERE'S THE PHONE! EXCUSE ME!

RINNG!

THANK YOU!

DONALD! IT'S ***ME!*** IS OLD NUMBER ONE SAFE?

OF COURSE IT IS, UNCLE SCROOGE! IT'S RIGHT...

YOICKS! THE DIME IS ***GONE!***

WHAAAAT?!

HEY! YOUR TAX AUDITOR IS BEATING FEET OUT THE DOOR!

THAT'S MAGICA DE SPELL! IN DISGUISE! I ***FEEL*** IT IN MY BONES!

DON'T LET HER GET AWAY! I'M COMING BACK ON THE VERTEX POST HASTE!

WHOOOMM!

HOLY CANNOLI! IT *IS* MAGICA DE SPELL!

YOU DON'T STAND A CHANCE! NOT WHILE I HAVE MY *TRANS-PORT SPELL!*

MIXTI, MAXTI—TAKE ME TO *VESUVIUS!*

POOOF!

SUCCESS! I'M BACK IN...

POOF

OH NO! I WENT OVER MY HOUR! THE WARRANTY IS UP! THIS IS *NOT* VESUVIUS! THIS IS VENEZUELA!

HUH?

POOOF

Welcome to LAS VEGAS

NO, NO! NOT VEGAS! *VESUVIUS!*

THE GOONS

POOF

ATTENTION DUCKBURG! THIS IS THE VERTEX! I'LL BE ENTERING YOUR AIRSPACE IN FIFTEEN MIN...

-GASP!- MAGICA DE SPELL!

-GASP!- HOW DID I GET HERE?

GIVE ME BACK MY DIME!

POOOF!

SHE'S GONE! BUT TO WHERE?

NOT VENICE, YOU IDIOT SPELL!

BUT YOU ARE GETTING CLOSER! TAKE ME TO VESUVIUS!

SHE'S GOT A MAGIC SPELL THAT INSTANTLY TAKES HER WHERE SHE WANTS TO GO!

I ALMOST HAD HER! BUT SHE DISAPPEARED IN A PUFF OF SMOKE!

SO STRAP ON YOUR SEATBELT, NEPHEW! WE'RE HEADED TO MT. VESUVIUS!

WHROOOM!

NOT VENUS! ***VESUVIUS!*** WARRANTY OR NO WARRANTY, I'M GOING TO REPORT THE SORCERER'S OFFICIAL SUPPLYHOUSE TO THE BETTER BUSINESS BUREAU!

I'M TELLING YOU, MEN, IT ***WAS*** MAGICA DE SPELL! SHE'S GOT MY DIME!

WAIT FOR HER INSIDE AND GRAB HER THE ***MOMENT*** SHE RETURNS! WE'LL BE ARRIVING IN A FEW MINUTES!

RIGHT, MR. McDUCK!

AND SHORTLY—

FINALLY! IT'S ABOUT TIME!

POOOF!

NOW TO PLOP THE DIME IN THIS FIRE CLAY CRUCIBLE! IT'LL RESIST THE VOLCANO'S HEAT BUT THE COIN INSIDE WILL ***MELT*** LIKE A PAT OF BUTTER!

HOLD IT RIGHT THERE, MISS DE SPELL!

SCROOGE'S GOONS! WELL, MY FOOF BOMBS OUGHT TO TAKE CARE OF YOU!

OOF! OOF!

THERE! WITH YOU TWO OUT OF COMMISSION, ***NOTHING*** CAN STOP ME FROM PUTTING MY ULTIMATE PLAN INTO ACTION!

IN A MOMENT, THE MOUNTAIN'S MOLTEN LAVA WILL MELT THAT DIME INTO AN AMULET THAT WILL GIVE *ME* THE MIDAS TOUCH!

LOOK! THERE'S MAGICA!

SHE'S ABOUT TO PUT THE KIBOSH ON OLD NUMBER ONE! WE'VE *GOT* TO STOP HER!

QUICK! I'LL LOWER THIS LADDER! YOU CLAMBER DOWN IT AND GRAB THAT CRUCIBLE!

WHAT?!

PLEASE! I BEG YOU! YOU'VE *GOT* TO SAVE MY DIME!

OH, ALL RIGHT!

THE JIG'S UP, MAGICA! FORK OVER THAT CLAY POT!

FORGET IT! I'VE COME TOO FAR TO BE STOPPED NOW!

HAVE A FOOF BOMB, FEATHERBRAIN!

GLEEP!

FOOF!

THIS IS ONE OF THOSE DAYS WHEN I SHOULD HAVE STAYED IN BED!

OH MY STARS AND GARTERS! I SAW DONALD PLUMMETING RIGHT FOR THE CRATER! THIS IS *TERRIBLE!*

DONALD! ARE YOU ALL RIGHT?!

BARELY! GET ME *OUT* OF HERE BEFORE I'M A ROAST DUCK!

GRAB MY HAND, DONALD!

HEY! LOOK AT THAT STEAMING VENT! THERE'S SOME SORT OF *WEIRD* STONE OR ORB LODGED IN IT!

SO WHAT?

I-IT'S VIBRATING! WHEN I GET CLOSER, IT VIBRATES EVEN MORE! IT'S COMING LOOSE!

WHOA! IT'S FREE! AND IT'S FLYING RIGHT FOR *ME!*

POINK!

CUSH-LAMACREE! IT RELEASED PENT-UP PRESSURE! THE EXPLOSION IS PROPELLING THE ORB LIKE A *THUNDER EGG!*

B-A-WHOOOM!

DONALD! *DUCK!*

YOU DON'T HAVE TO TELL ME *TWICE!*

WHIIIIZZZZZZ!

GAK!

BONK!

WELL, PICKLE ME AND CALL ME DILL! THE ORB BOUNCED RIGHT BACK INTO MY HAND!

AND OLD NUMBER ONE IS *SAVED!*

..DON'T MILK THE COWS BEFORE MIDNIGHT, MA..

IT GOT A LITTLE SCUFFED BUT OTHERWISE IT'S FINE!

HM! THIS MYSTERIOUS ORB BEHAVES AS IF IT BELONGS TO ME! MIGHT AS WELL KEEP IT AS A SOUVENIR!

MEN, ESCORT THE LADY HOME! MAYBE SHE'S *LEARNED* HER LESSON ONCE AND FOR ALL!

I WOULDN'T *COUNT* ON IT, UNCLE SCROOGE!

HOW RIGHT DONALD IS—

GRRR! I MAY BE DOWN BUT I'M NOT OUT! I'LL GET THAT OLD GOAT'S DIME ONE OF THESE DAYS!

IN THE MEANTIME, THE SORCERER'S OFFICIAL SUPPLYHOUSE WILL BE HEARING FROM MY *LAWYERS!*

End

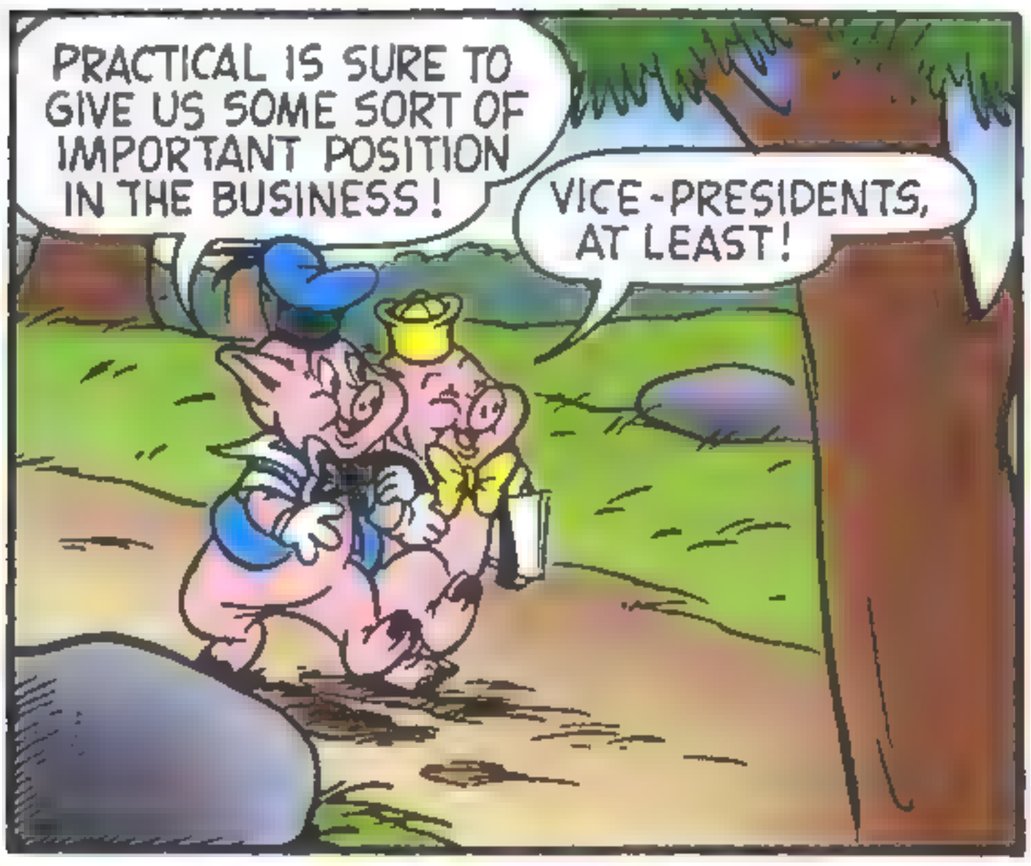
WALT DISNEY

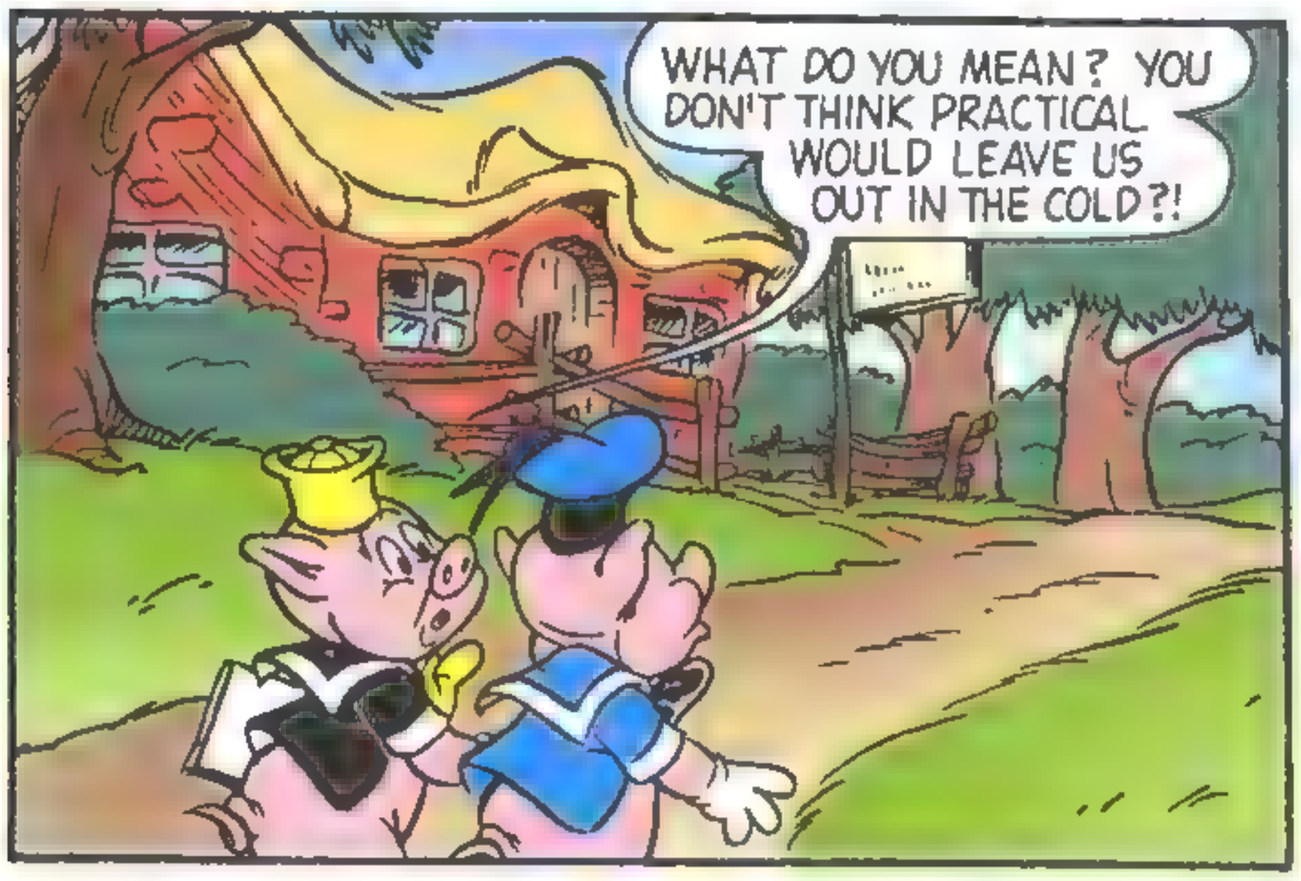
THREE LITTLE PIGS

in

THE BROOM BOOM

WOWEE! IT'S GOING TO BE EASY STREET FROM HERE ON IN!
YOU SAID IT! WITH THAT BROOM FACTORY PRACTICAL INHERITED FROM UNCLE STRETCH-PENNY, IT LOOKS LIKE THERE'LL BE NO MORE DULL DAYS FOR US!
WALL ST. JOURNAL
WR C.N.D. '14





WELL, JUST TO BE SURE. WHY DON'T WE HAVE THE WICKED WITCH TELL OUR FORTUNES?
WITCHING DONE
MAGIC SPELLS CAST
FORTUNES TOLD
BROOMSTICKS MENDED
GEE, I DON'T KNOW...

AW, C'MON! THIS IS THE CHANCE OF A LIFETIME!

THAT'S WHAT I'M AFRAID OF!

STILL, IT WOULD BE FUN TO KNOW!

(CACKLE! CACKLE!) AND WHAT CAN I DO FOR YOU YOUNG GENTLEMEN?

WHY-ER-WE THOUGHT MAYBE YOU COULD TELL OUR FORTUNES!

WHY, SURELY, MY DEARS! ARE YOU WONDERING IF THE BIG BAD WOLF WILL GET YOU? HEE, HEE!

NO! NOTHING LIKE THAT!

YOU SEE, MISSUS WITCH, PRACTICAL HAS JUST INHERITED A BROOM FACTORY, AND WE...

BROOM FACTORY!

THIS IS THE LIVING END!

WITCH'S UNION- LOCAL 13

BLITHERING BAT WINGS! WHAT AN OPPORTUNITY TO SUPPLY MYSELF AND THE OTHER GIRLS WITH BRAND-NEW BROOMS!

HEH, HEH, HEH! I CAN SEE YOUR FORTUNES *VERY CLEARLY!*

Y-Y-YOU CAN?

YOU ARE TWO VERY SLEEPY VICE-PRESIDENTS OF THE BROOM FACTORY ... AND YOU ARE FALLING UNDER MY SPELL!

VICE-PRESIDENTS... SLEEPY... ZZZ... SPELL...

WHEN YOU GET TO THE FACTORY, YOU WILL SEEM QUITE NORMAL, BUT YOU WILL DO THE COMMAND I AM ABOUT TO GIVE YOU!

AYE, AYE, MISSUS WITCH!

DAYS LATER, AT THE FACTORY...

HMM! THAT'S STRANGE! THE MORE BROOMS WE MANUFACTURE, THE FEWER WE HAVE TO SELL! I WONDER WHAT'S HAPPENING TO THEM!

AMALGAMATED BROOM CO.

OFFICE

THAT AFTERNOON...

AND IF YOU TWO *VICE-PRESIDENTS* WERE AROUND MORE OFTEN, WE MIGHT BE ABLE TO TRACE THOSE MISSING BROOMS!

YES, MISSUS...ER... PRACTICAL!

HMM! THEY SEEM A LITTLE PECULIAR! I THINK I'LL KEEP AN EYE ON THEM!

SO THAT'S IT! BUT WHERE COULD THEY BE GOING... AND *WHY?!*

WHY, THIS IS THE WAY TO THE WICKED WITCH'S HOUSE!

GOODY GOBLINS! THAT MAKES 129 BROOMS! WON'T THE GIRLS IN LOCAL 13 CACKLE WHEN I GIVE THEM THESE FANCY BROOMSTICKS!

AHA!

FANCY BROOMS...GOODY GOBLINS...ZZZ...

SO! I SHOULD HAVE KNOWN THIS WAS A WICKED WITCH'S WORK!

EH?!

I INTEND TO REPORT THIS BROOM-SNATCHING TO SHERIFF BRER OWL!

INDEED! I DON'T GIVE A *HOOT* FOR LAWS AND SHERIFFS, ANYWAY!

HMMM! BUT I WONDER HOW YOU'LL FEEL WHEN I SPREAD THE WORD AROUND TO ALL FOREST CREATURES WHO ARE AFRAID OF YOU THAT YOU'VE TURNED *GOOD!*

GOOD? ME?

SURE! GIVING PRESENTS TO OTHER WITCHES SOUNDS LIKE A *GOOD DEED* TO ME! YOU'D BE LAUGHED OUT OF THESE PARTS FOREVER!

OH, NO! NOT THAT!

I'LL DO ANYTHING YOU SAY!

YOU BET YOU WILL! AND AFTER YOU'VE RELEASED MY BROTHERS FROM THIS TRANCE, I'VE GOT A *SPECIAL* LITTLE JOB FOR YOU!

CLEVEREST ADVERTISING STUNT I EVER SAW!

WE'VE DOUBLED OUR SALES ALREADY! HEH, HEH! IT'S A *CLEAN SWEEP* IF I EVER SAW ONE!

BUY AMALAGAMATED BROOMS

BAH!

WALT DISNEY'S DONALD DUCK IN HOTEL TRANSYLVANIA PART ONE

DONALD WANTS TO BE A HOTEL CONCIERGE! WHAT'S THAT? LET'S FIND OUT...

TELL ME ONCE MORE, TRAINEES! WHAT IS A CONCIERGE'S №1 JOB?

HOTEL RITZ DUCKBURG

D 2003-181

I KNOW, I KNOW! TO MAKE CUSTOMERS HAPPY, NO MATTER WHAT!

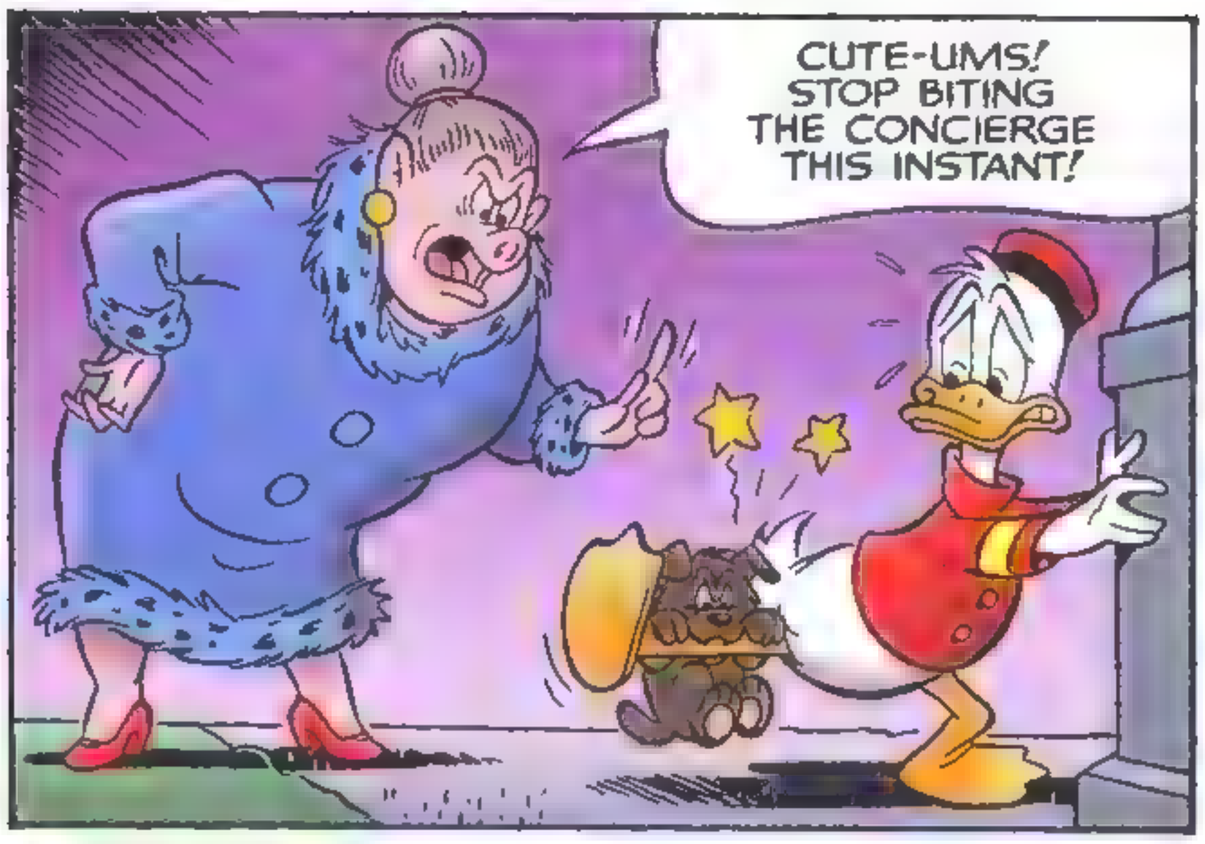
EXCELLENT! NOW APPLY *THAT* RULE TO YOUR FINAL TEST! GOOD LUCK!

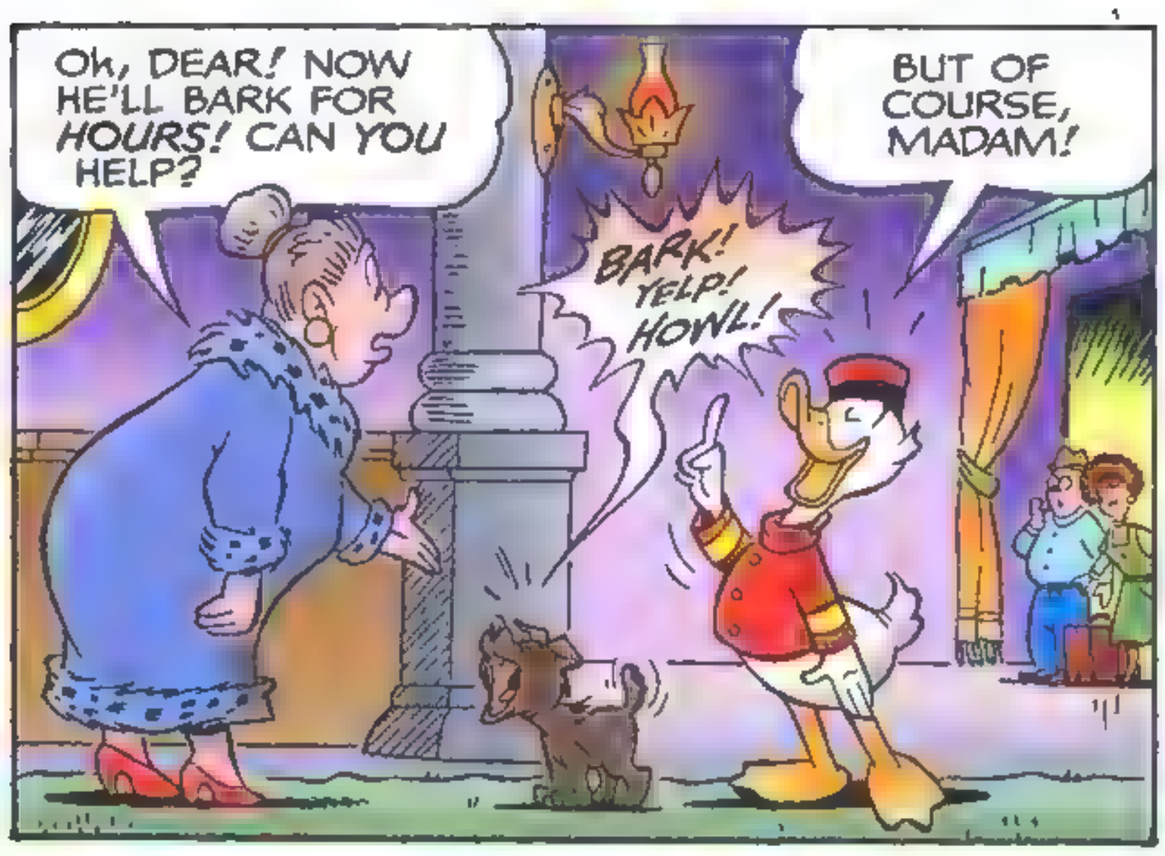
SWEET! I SOLVE THREE PROBLEMS— AND A CONCIERGE JOB IS MINE!

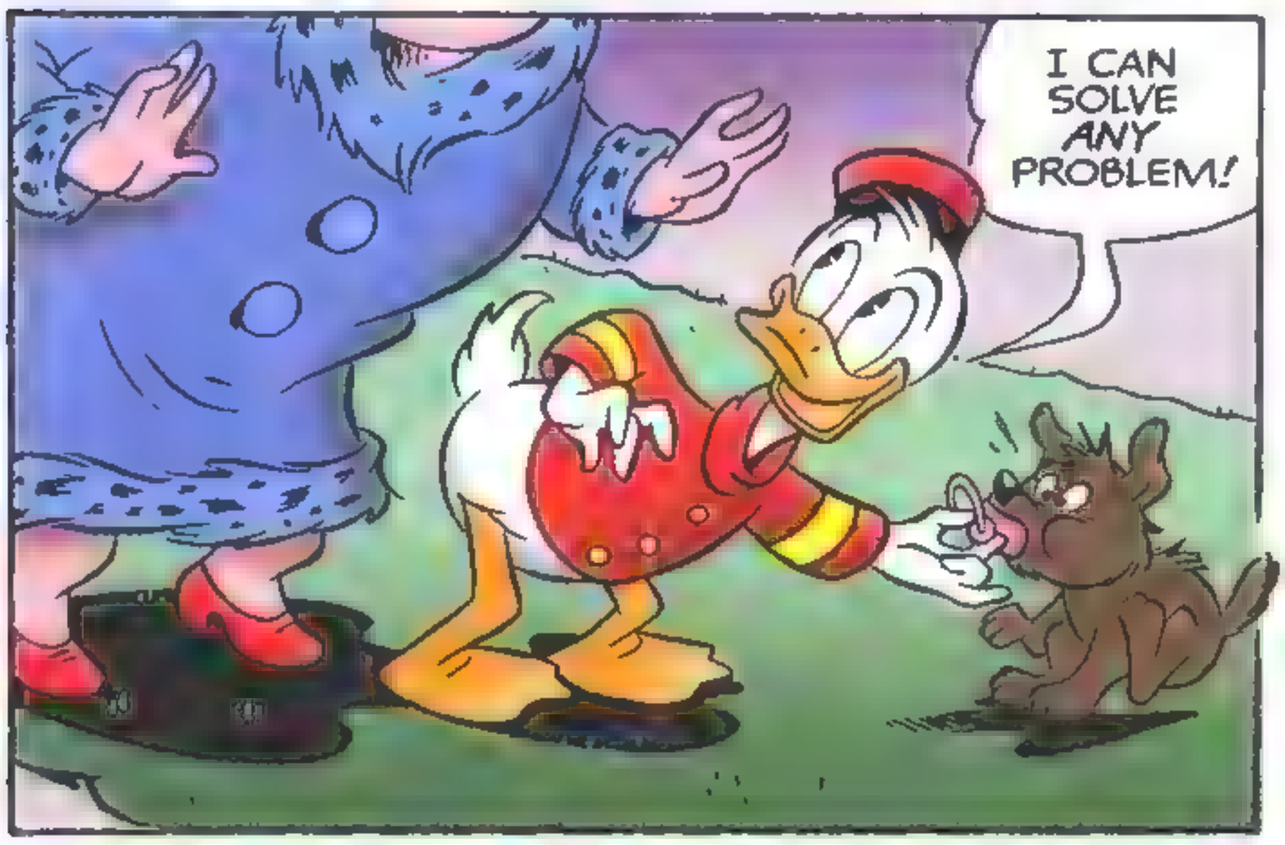
GRRR!

OWWW!

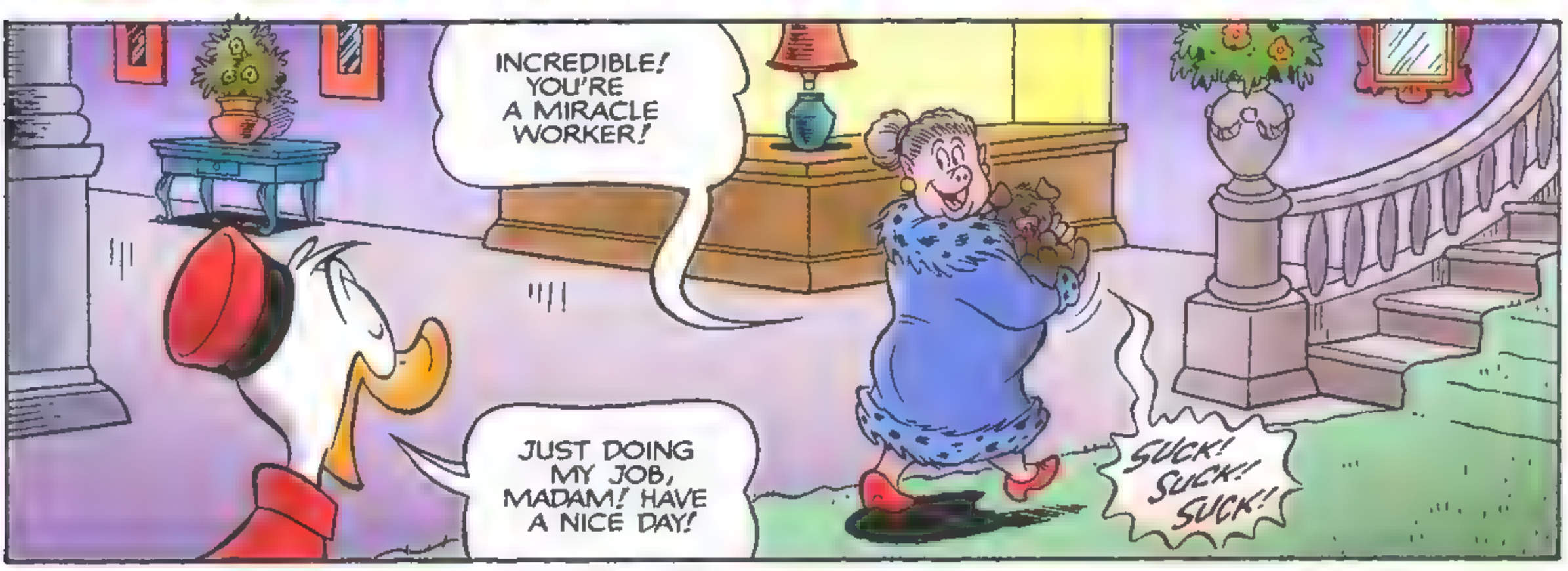
CHOMP!


CUTE-UMS! STOP BITING THE CONCIERGE THIS INSTANT!

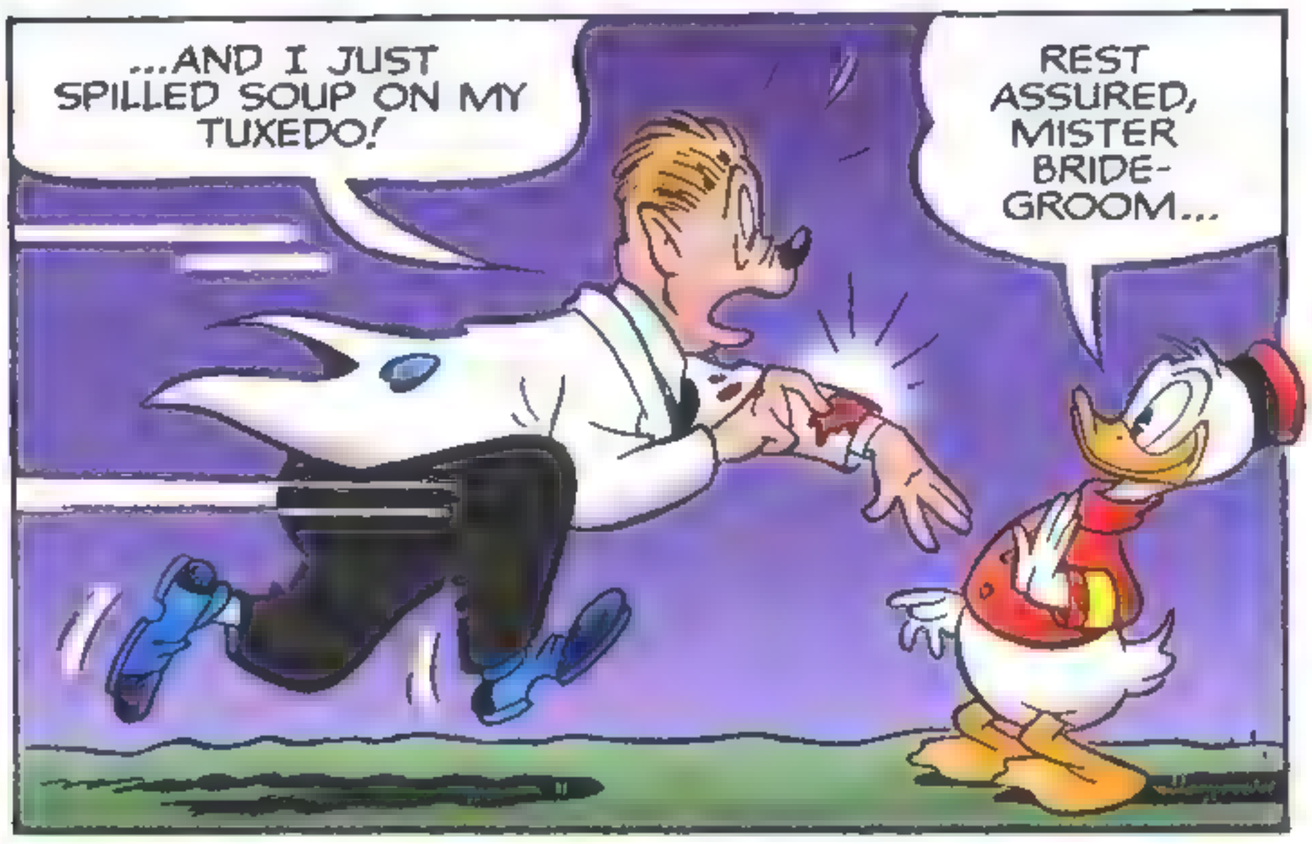

Oh, DEAR! NOW HE'LL BARK FOR HOURS! CAN YOU HELP?
BARK! YELP! HOWL!
BUT OF COURSE, MADAM!


I CAN SOLVE ANY PROBLEM!

SUCK! SUCK!


INCREDIBLE! YOU'RE A MIRACLE WORKER!
JUST DOING MY JOB, MADAM! HAVE A NICE DAY!
SUCK! SUCK! SUCK!

HELP! HELP!
I'M GETTING MARRIED IN 5 MINUTES...

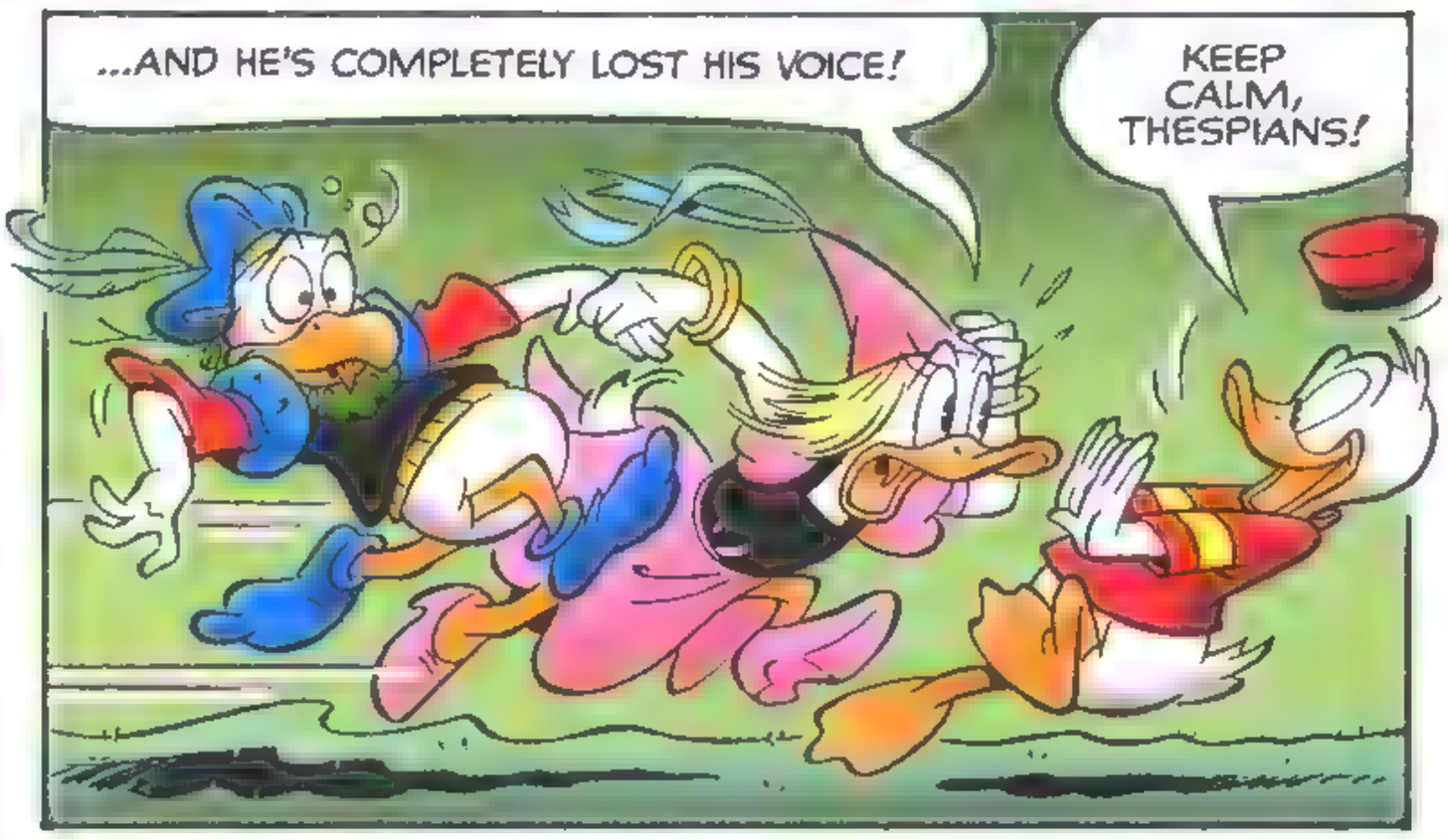

...AND I JUST SPILLED SOUP ON MY TUXEDO!
REST ASSURED, MISTER BRIDE-GROOM...

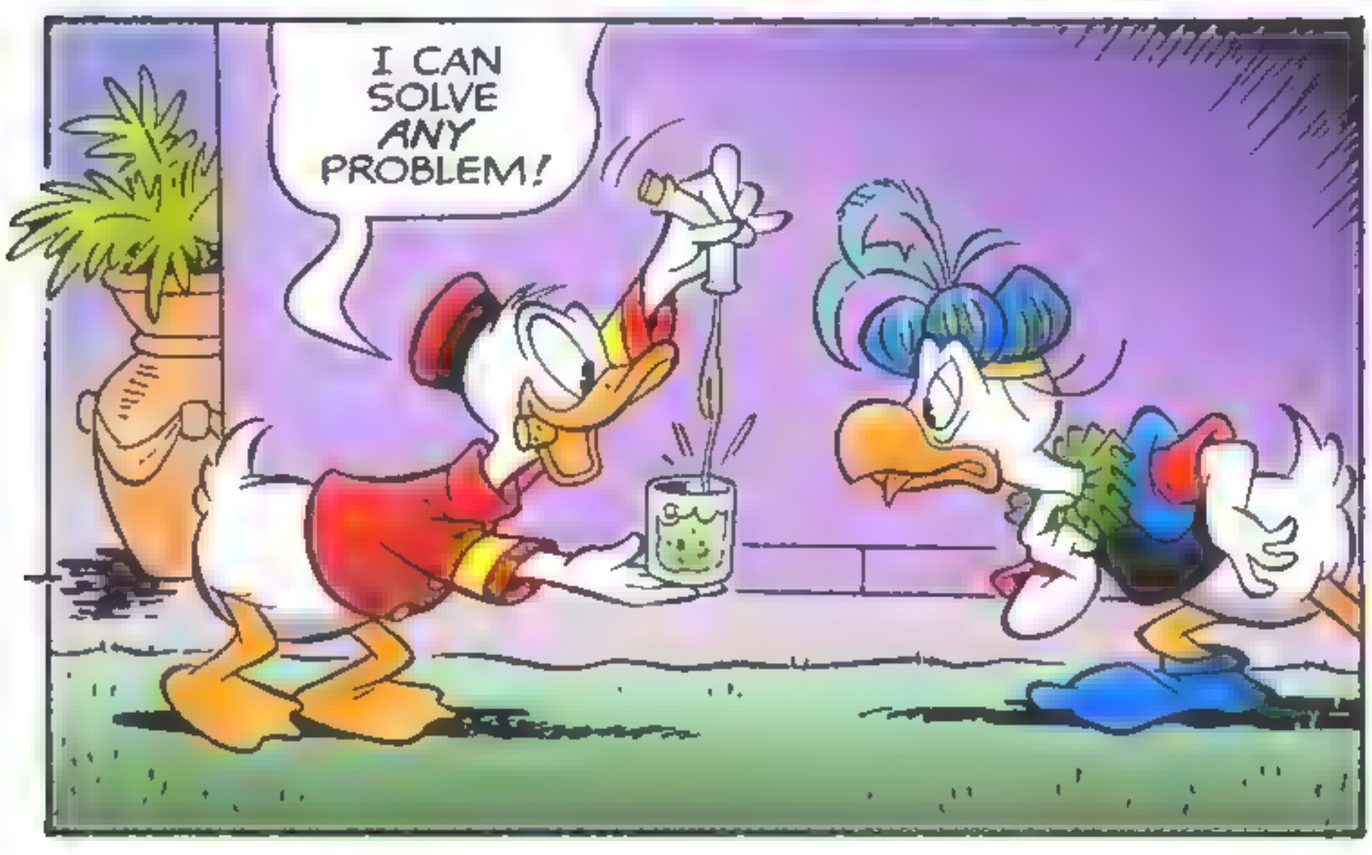
...I CAN SOLVE ANY PROBLEM!
SPRITZ!
WHITE PAINT

AMAZING! YOU'RE A MAGICIAN!

WE'LL NAME OUR FIRST SON AFTER YOU!
JUST DOING MY JOB, SIR! KISS THE BRIDE FOR ME!

HELP! HELP! SIR EDGAR'S STARRING IN HAMLET TONIGHT...


...AND HE'S COMPLETELY LOST HIS VOICE!
KEEP CALM, THESPIANS!


I CAN SOLVE ANY PROBLEM!

GARGLE! GARGLE!

PTU!/

I... I... I CAN TALK! STUPENDOUS!

YOU'RE THE SMARTEST DUCK ON EARTH!

JUST DOING MY JOB, SIR EDGAR! BREAK A LEG TONIGHT!

THREE PROB-LEMS SOLVED IN JIG TIME! MY, BUT I'M *GOOD* AT THIS!

SOON...

WELL DONE, EVERYBODY! *HERE* ARE YOUR FIRST JOB ASSIGNMENTS!

I'M GOING TO *PARIS!* OOOH-LA-LA!

I'M GOING TO *HAWAII!* *ALOHA!*

AND I'M GOING TO...

RRRIP!

...TRANSYLVANIA??! GASP!

WORK HARD, NEW CONCIERGES! I'LL CHECK UP ON YOU IN A MONTH OR TWO!

THREE DAYS LATER...

ARE WE THERE YET? I'M *FREEZIN'* BACK HERE!

SOON, SOON! SHALL WE CHAT UNTIL THEN?

HEY! SHOULDN'T YOU BE WATCHIN' THE ROAD?

BUT I *AM*, SIR!

ULP!

SIR! WE HAVE ARRIVED!

CRACK-A-BOOM!

ISN'T IT BEAUTIFUL, SIR?

HOTEL TRANSYLVANIA

YEAH, JUST LIKE SOMETHIN' IN A MOVIE! A H-H-HORROR MOVIE!

THAT'LL BE FOUR PENCE, SIR!

Uh, KEEP THE CHANGE! SHUDDER!

'TIS A BLESSING YOU'RE HERE, SIR! WE HAVE A VERY ANGRY GUEST INSIDE!

NOT TO WORRY, FAIR CHAMBERMAID! I CAN SOLVE *ANY* PROBLEM!

GOOD THING, SIR! 'TIS A VERY *BIG* PROBLEM!

I AM *NOT* AMUSED!

UH-OH! SWALLOW!

CONTINUED...

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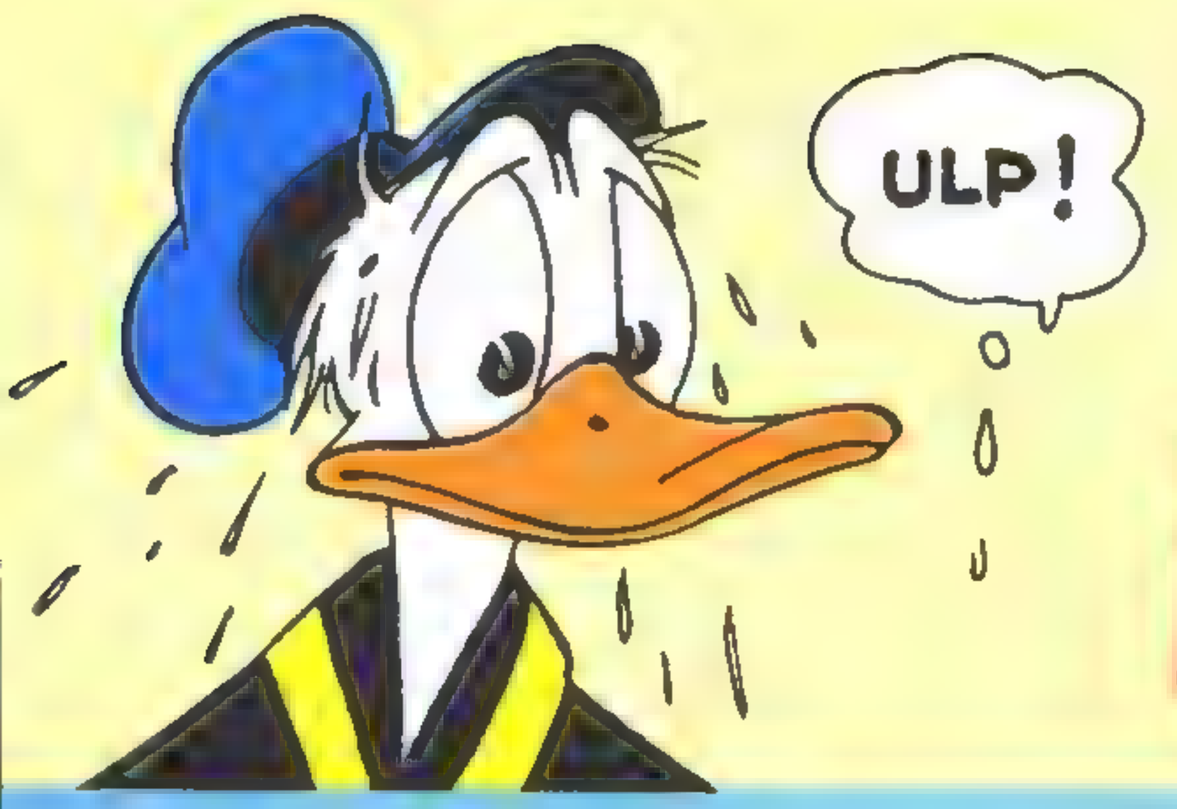

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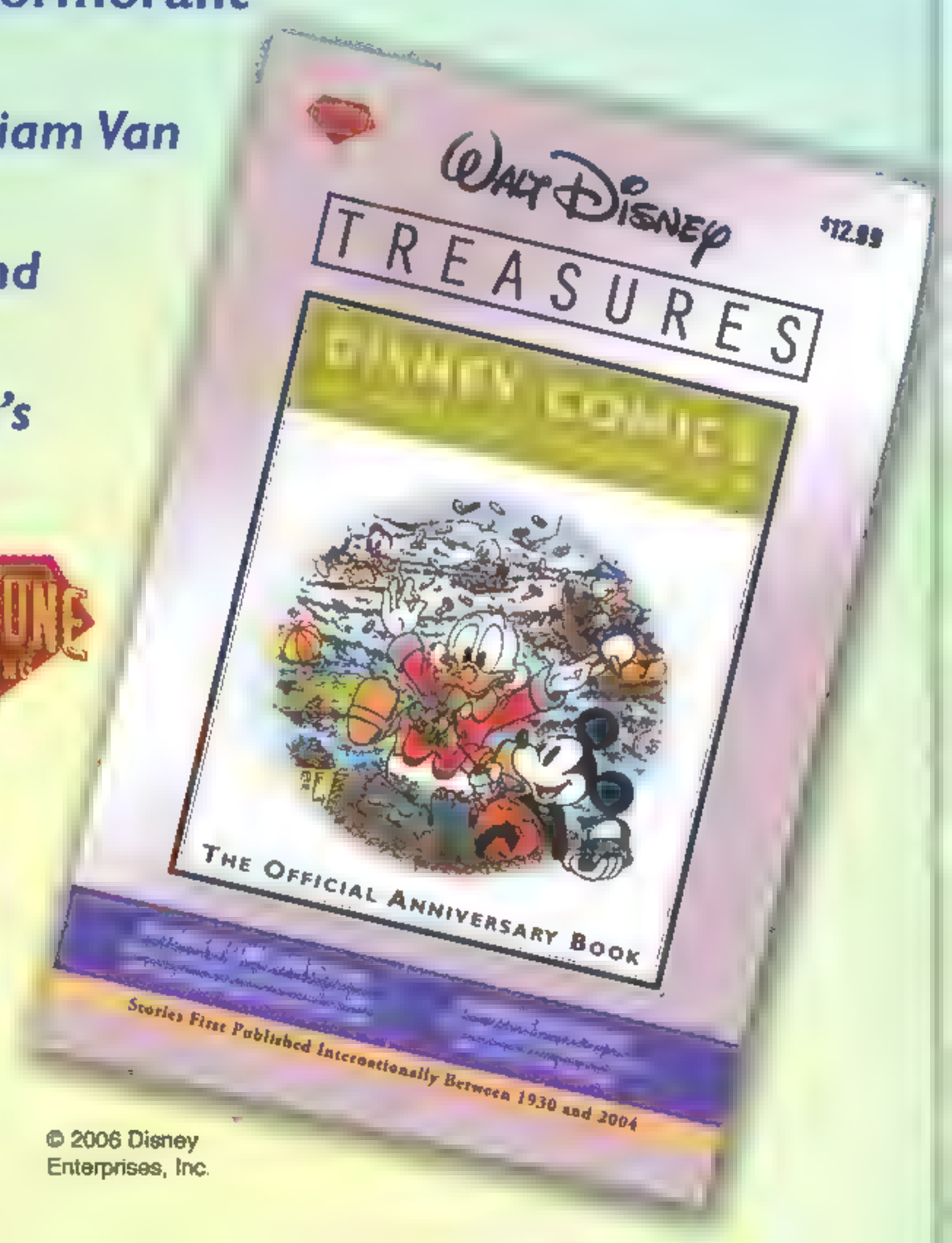

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Walt Disney's MICKEY MOUSE in A KIDNAPPING IN YUBET

PART 2 OF THE ORB SAGA

MICKEY AND GOOFY HAVE COME TO AYELRAIZYA, THE CAPITAL OF FAR OFF YUBET, TO WITNESS SOMETHING INCREDIBLE–

GAWRSH, MICK! YUH DON'T REALLY BELIEVE A FELLER CAN *FLY*, DO YUH?

NOT FLY, GOOFY! *LEVITATE!* THE LA DEE DAMA-YUBET'S SPIRITUAL RULER, SAYS HE'S LEARNED TO DO IT THROUGH DEEP MEDITATION!

D 99014

HE'S INVITED ANYONE WHO WANTS PROOF TO COME SEE FOR THEMSELVES! I JUST *HAD* TO CHECK IT OUT!

HARUMPH!

ONE NIGHT ONLY
The Levitating La Dee Dama

A LOTTA HOCUS POCUS AN' MUMBO JUMBO, I'LL BET!

MAYBE! BUT IT ALWAYS PAYS TO KEEP AN OPEN MIND!

SHORTLY–

WELCOME! THANK YOU FOR ATTENDING MY DEMONSTRATION!

THAT'S TH LA DEE DAMA?! WHY, HE'S JUST A *KID!*

YEAH! BUT THEY SAY HE'S WISE BEYOND HIS YEARS!

THE TRICK TO LEVITATING IS TO EMPTY THE MIND OF ALL THOUGHTS AND LET THE MYSTERIOUS FORCES OF THE UNIVERSE GO TO WORK! ***OBSERVE!***

GASP!

HOLY CANNOLI! HE'S REALLY ***DOING IT!***

SO LEVITATION ***CAN*** BE ACCOMPLISHED! IF I COULD MASTER THE SKILL, IT WOULD BE A TREMENDOUS ASSET FOR MY CRIMINAL CONQUESTS!

I ***MUST*** HAVE THE POWER—AND NO ONE ELSE!

IT'S REALLY VERY SIMPLE! TRY IT YOURSELVES! REMEMBER, ALL YOU HAVE TO DO IS ***EMPTY*** YOUR MINDS!

NGH! GRUNT! ARGH! BOY, EMPTYING THE MIND IS ***TOUGH!***

NOT FER ME!

BUT I RECKON IT'S ***EASIER*** TUH EMPTY WHEN YUH DON'T HAVE MUCH IN THERE TUH BEGIN WITH!

DON'T MAKE NO DIFFERENCE, THOUGH! I STILL SAY THIS LEVITATION BIZNESS IS A WHOLE LOTTA HOOEY!

YIPE!

AFTER THE DEMONSTRATION—

WELL, I HOPE *THAT* CONVINCES THE WORLD MY CLAIMS ARE TRUTHFUL!

DON'T GET TOO COMFORTABLE, CHILD! YOU'RE COMING WITH ME!

HUH?

YOU WILL TEACH ME ALL YOU KNOW! AND WHEN YOU ARE NO LONGER *USEFUL* TO ME...

WE'VE GOT TO GO BACKSTAGE AND SHOW THE DAMA! I MEAN, YOU WERE *LEVITATING!*

FIDDLE FADDLE! IT WAS PROBABLY JUS' A TROPICAL DELUSION!

GOOD GRIEF! *THE PHANTOM BLOT!*

MICKEY MOUSE? WHAT ARE *YOU* DOING HERE, INFERNAL RODENT?

NEVER MIND! I HAVE THE LA DEE DAMA NOW AND *YOU'LL* NEVER CATCH ME!

HEY! WE'RE TWO STORIES UP!

SO *THAT'S* HIS GAME! FOLLOW HIM, GOOFY! I'LL GO OUT THE BACK WAY AND TRY TO HEAD HIM OFF!

RIGHTY-O, MICK!

HEY! YOUR VENERATED KID HAS BEEN *KIDNAPPED!* CALL THE COPS!

NO NEED FOR THAT, BROTHER! WHAT WILL BE, WILL BE!

SHEESH! SOMETIMES THESE MYSTIC TYPES TAKE THEIR COSMIC PHILOSOPHY A TAD *TOO* FAR!

GOOFY! WHERE DID THE BLOT GO?

HE TOOK OFF IN A ***RICKSHAW*** WITH TH' DAMA!

WELL, WE'LL JUST GRAB A RICKSHAW TOO! OVER HERE, BUDDY!

THAT GUY'S A SHORT LI'L SQUIRT WITH EVEN SHORTER LEGS! HE'LL ***NEVER*** CATCH TH' BLOT!

I KNOW! THAT'S WHY WE'RE ***BUYING*** HIS RIG LOCK, STOCK AND BARREL!

BUT WHO'S GONNA ***PULL*** TH' DANG THING?

WHY DID I HAVE TUH ASK?

FASTER, GOOFY! FASTER! WE'VE ***GOT*** TO HELP THAT POOR KID!

DON'T GET YOUR HOPES UP, CHILD! THAT MEDDLING MOUSE WON'T SAVE YOU!

I'M NOT WORRIED! ONE CAN'T FIGHT THE FATES! WHAT WILL BE WILL BE!

HE TURNED TH' CORNER! I GOTTA PULL A HARD RIGHT!

WHOA! NOT SO FAST!

CRIMINY! IF YOU HAD A LICENSE TO DRIVE THIS THING, I'D TAKE IT ***AWAY*** FROM YOU!

AH! THERE'S MY GETAWAY PLANE! SOON I'LL BE GONE WITH YOU AS MY PRIZE!

WHAT WILL BE WILL BE!

PILOT! MAKE HASTE! MY PURSUERS ARE HOT ON MY HEELS!

WHAT?! YOU SAID YOU WASN'T GONNA BE FOLLOWED!

ROAR!

THIS WASN'T IN THE DEAL! I AIN'T GONNA RISK GETTIN' CAUGHT WITH YOU! I'M OUTTA HERE!

GASP! THAT PLANE'S HEADING RIGHT FOR US!

COWARD! COME BACK!

IT'S COMING FULL THROTTLE! PUT A NICKEL IN IT, PAL!

OH GAWRSH!

I CAN'T LOOK! ARE WE *SQUISHED* YET?!

VRROOOOOM!

WHEW! TALK ABOUT YOUR CLOSE SHAVES!

TOUGH BREAK FOR YOU! BUT WHAT WILL BE WILL...

QUIT SAYING THAT, YOU LITTLE WHELP! I'LL GET AWAY YET!

HASTY MOMENTS LATER-

THIS FELLER SAYS TH' BLOT TOOK OFF *THATAWAY!*

STRAIGHT INTO THE BIGGMAGILLA MOUNTAINS! RIGHT! WE *HAVE* TO GO AFTER HIM!

SEVERAL HOURS LATER-

DARN IT, MICK! WE'VE LOST TH' BLOT'S TRAIL!

AT LEAST WE HAVE AN EXPANSIVE VIEW FROM HERE! WITH A LITTLE LUCK, THE LANDSCAPE MIGHT WORK IN OUR FAVOR!

SURE ENOUGH! *LOOK!* HIS BLACK OUTFIT STANDS OUT AGAINST THE WHITE SNOW LIKE A SORE THUMB!

HE'S SO FAR AWAY!

WELL, IF WE CUT DIAGONALLY ACROSS THIS SADDLE THAT CONNECTS THE SLOPES, WE OUGHT TO *INTERCEPT* HIM!

LONG MINUTES LATER-

PHEW! HERE WE ARE! BUT WHAT HAPPENED TO THE BLOT?

THERE'S NO SIGN OF HIM *OR* TH' DAMA!

HOLD THE PHONE! THERE HE IS! FIFTY FEET OR SO DIRECTLY BELOW US!

WE SEE *HIM* BUT HE DON'T SEE US!

YEAH! HE'S TOO BUSY LOOKING AT THAT THICK WALL OF ICE!

BRRR! IT'S *COLD!* BUT I GUESS WHAT WILL BE WILL...

ZIP IT!

YOU GO DOWN THAT WAY, AND I'LL GO DOWN THE OTHER! WE'LL CREEP UP ON THE *SKUNK* FROM BOTH SIDES!

HMM! WHAT *IS* THAT THING EMBEDDED IN THE ICE?

LOOKS LIKE AN *ORB* OF SOME SORT? AND SINCE THIS IS PERMANENT ICE IT MUST HAVE BEEN FROZEN IN THERE *AGES* AGO!

I SENSE IT CONTAINS TREMENDOUS *POWER!* BUT HOW DO I GET IT?!

BOO, YUH OL' BLOT! *GOTCHA!*

YAAGH!

AND *I'VE* GOT THE LA DEE DAMA! THE JIG IS UP, BLOT!

IT'S ABOUT TO GIVE WAY!

CURSE YOU, RODENT!

WATCH IT! THE LEDGE YOU'RE STANDING ON! IT'S, IT'S...

CRRRUMBLE!

EEEEEEEK!

WHOLP!

OOOOOF!

THUD!

GET *OFF* OF ME, YOU BUMPKIN!

ALL RIGHT! NO MORE FOOLING AROUND, MOUSE! RETURN THE CHILD TO ME THIS INSTANT OR THIS OAF GETS IT!

WHAT A DILEMMA! I CAN'T DELIVER THE DAMA TO THE BLOT'S CLUTCHES AGAIN! BUT WHAT ABOUT POOR *GOOFY?!*

WHAT TO DO? WHAT TO...HOLY HOPPING *MUDPUPPIES!*

STRANGE! IF I GET CLOSE TO THE WALL OF ICE, THAT ORB THINGIE STARTS TO GLOW AND THE ICE BEGINS TO *MELT!*

AND IF I STEP AWAY, THE GLOW FADES AND THE ICE STOPS MELTING!

WHAT WILL BE, WILL BE!

LISTEN, DAMA! I'VE GOT AN IDEA! WHEN I GET REALLY CLOSE TO THAT ICE, I WANT *YOU* TO YELL TO GOOFY...

WELL?! WHAT'S IT GOING TO BE, MOUSE? I'M FAST LOSING PATIENCE!

GOOFY! REMEMBER WHAT I SAID BEFORE! EMPTY YOUR MIND!

SHUCKS! LIKE I SAID BEFORE, THAT WON'T BE HARD!

DON'T TRY ANYTHING FUNNY! I'M WARNING YOU!

NOW TO PRESS MYSELF AGAINST THE WALL OF ICE AND HOPE MY HUNCH PAYS OFF!

YES! WHEN I'M THIS CLOSE THAT ORB STARTS GLOWING LIKE CRAZY! THE ICE IS REALLY STARTING TO MELT NOW!

GUUUSH

GET OUT OF THE WAY! I'VE UNLEASHED A REGULAR WATERFALL!

EEEP! THE FREED ORB FLEW RIGHT INTO MY HAND! AS IF IT HAD A WILL OF ITS OWN!

ARRGH! BLAST YOU, MOUSE! WHAT HAVE YOU DONE?!

GOOOOOSH!

FLOOOSH!

THIS *ISN'T* THE END! YOU HAVEN'T SEEN THE LAST OF... *BURBLE! GLUG! BLUB!*

HE'S GONE!

BUT NOT FOR GOOD, I'LL BET! GOOFY! ARE YOU OKAY?!

FIT AS A FIDDLE, PAL! WHY DO YUH ASK?

AND SO–

MICKEY, I WOULD THANK YOU BUT, AFTER ALL, MY DESTINY *IS* IN THE HANDS OF THE FATES!

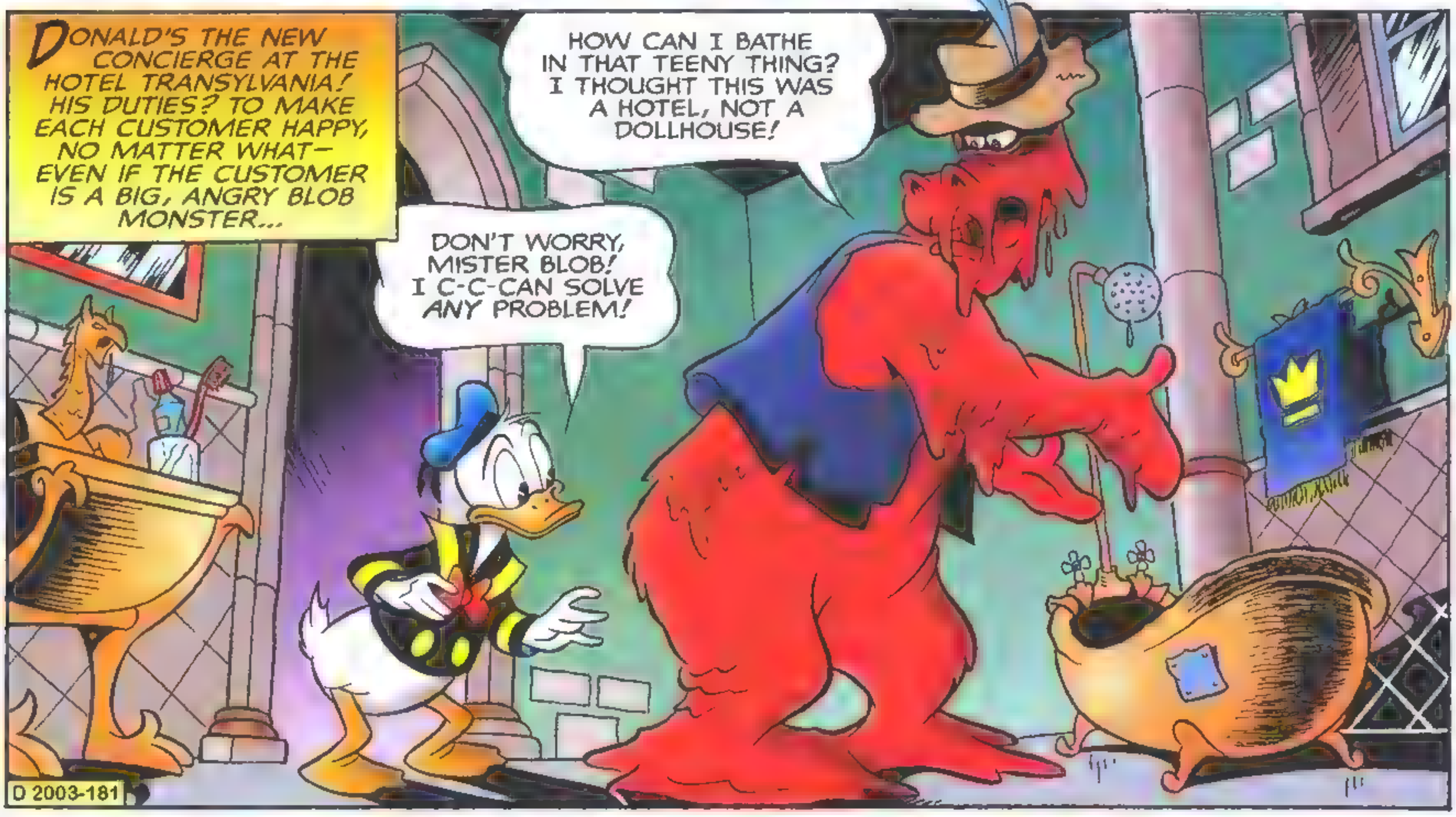
I *KNOW!* WHAT WILL BE, WILL BE!

I WONDER WHY YOUR FRIEND CAN'T LEVITATE ANYMORE!

NGH! ALL THIS MIND EMPTYIN' HAS GOT ME SO'S I CAN'T REMEMBER ANYTHIN' I LEARNED!

AND I HAVE THIS ORB AS A *SOUVENIR* OF OUR ADVENTURE! I WONDER WHO MADE IT AND WHAT IT'S FOR?

WALT DISNEY'S DONALD DUCK IN HOTEL TRANSYLVANIA PART TWO


DONALD'S THE NEW CONCIERGE AT THE HOTEL TRANSYLVANIA! HIS DUTIES? TO MAKE EACH CUSTOMER HAPPY, NO MATTER WHAT— EVEN IF THE CUSTOMER IS A BIG, ANGRY BLOB MONSTER...
HOW CAN I BATHE IN THAT TEENY THING? I THOUGHT THIS WAS A HOTEL, NOT A DOLLHOUSE!
DON'T WORRY, MISTER BLOB! I C-C-CAN SOLVE ANY PROBLEM!
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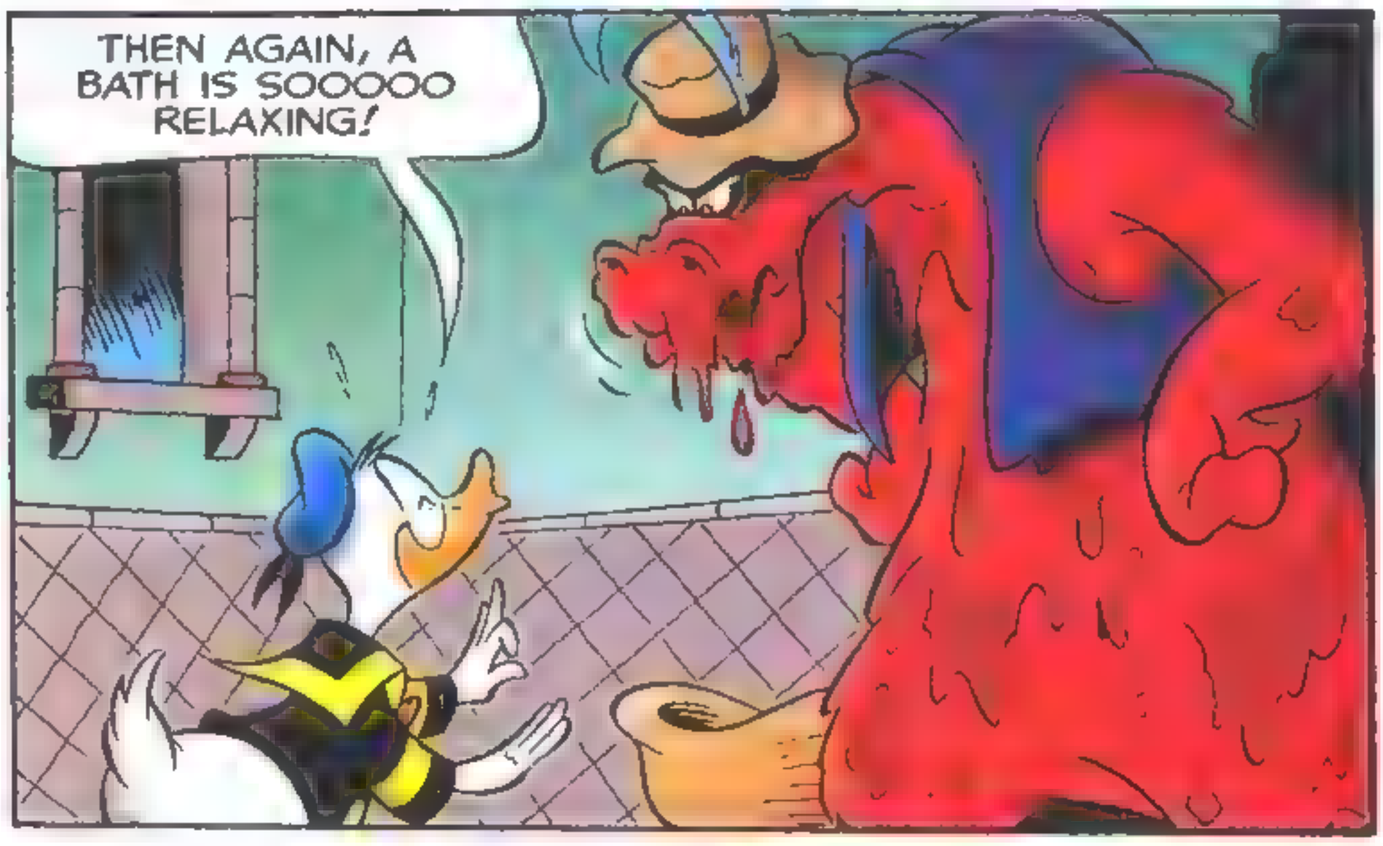
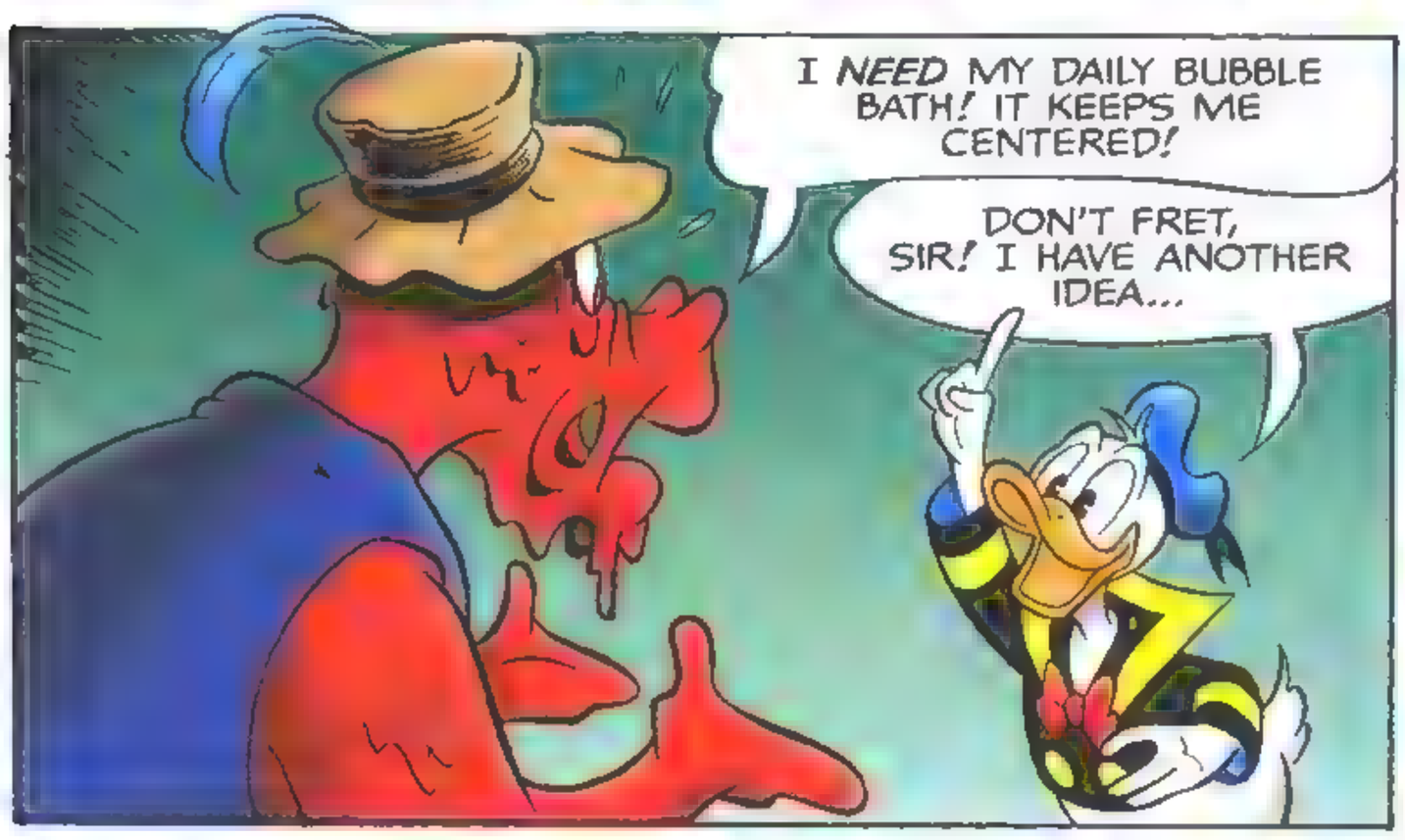
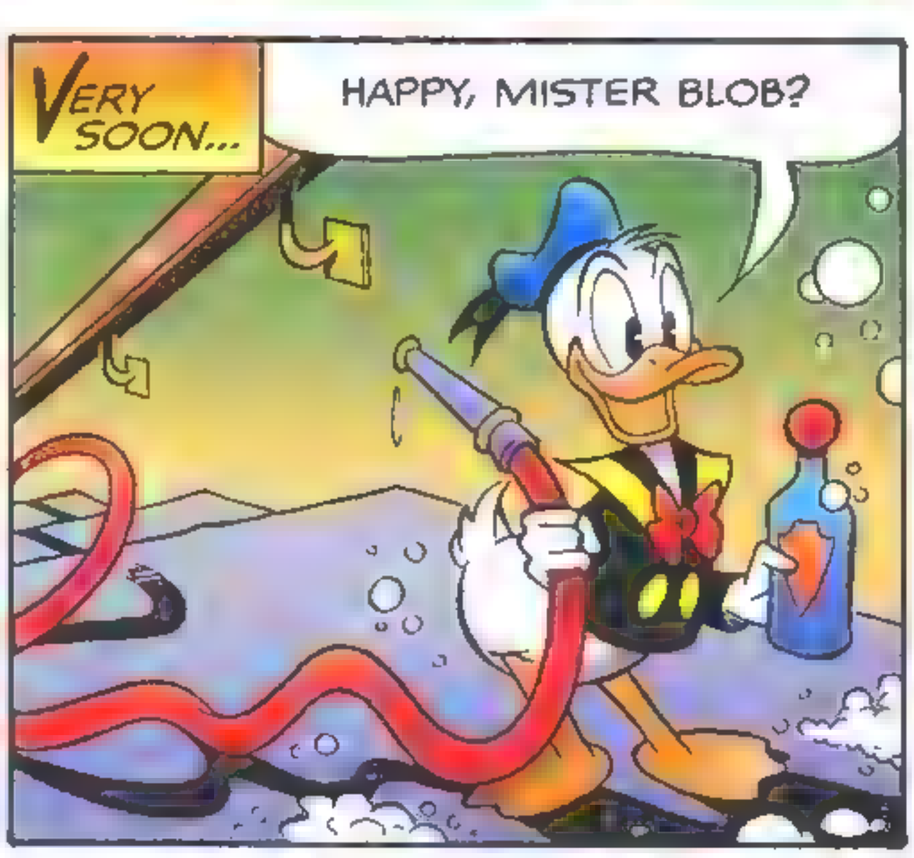






IT'S AMAZING WHAT SOME BRICKS, MORTAR AND PLASTIC SHEETING CAN DO!

BLISSFUL! FLOODING MY BATHROOM WAS BRILLIANT! YOU'RE A GENIUS!

JUST DOING MY JOB, SIR! NOW DON'T SOAK TOO LONG, OR YOU'LL GET ALL WRINKLY!

NICE GUY! AND TO THINK I WAS SCARED TO COME HERE! MONSTERS ARE JUST LIKE ANY OTHER—

EEEEEEK!

HELP! HELP! CLEO WENT ON THE KING TUT DIET!

NOW HER WRAPPINGS JUST *HANG* ON HER!

NO NEED FOR CONCERN, LADY CLEO!

I CAN SOLVE *ANY* PROBLEM!

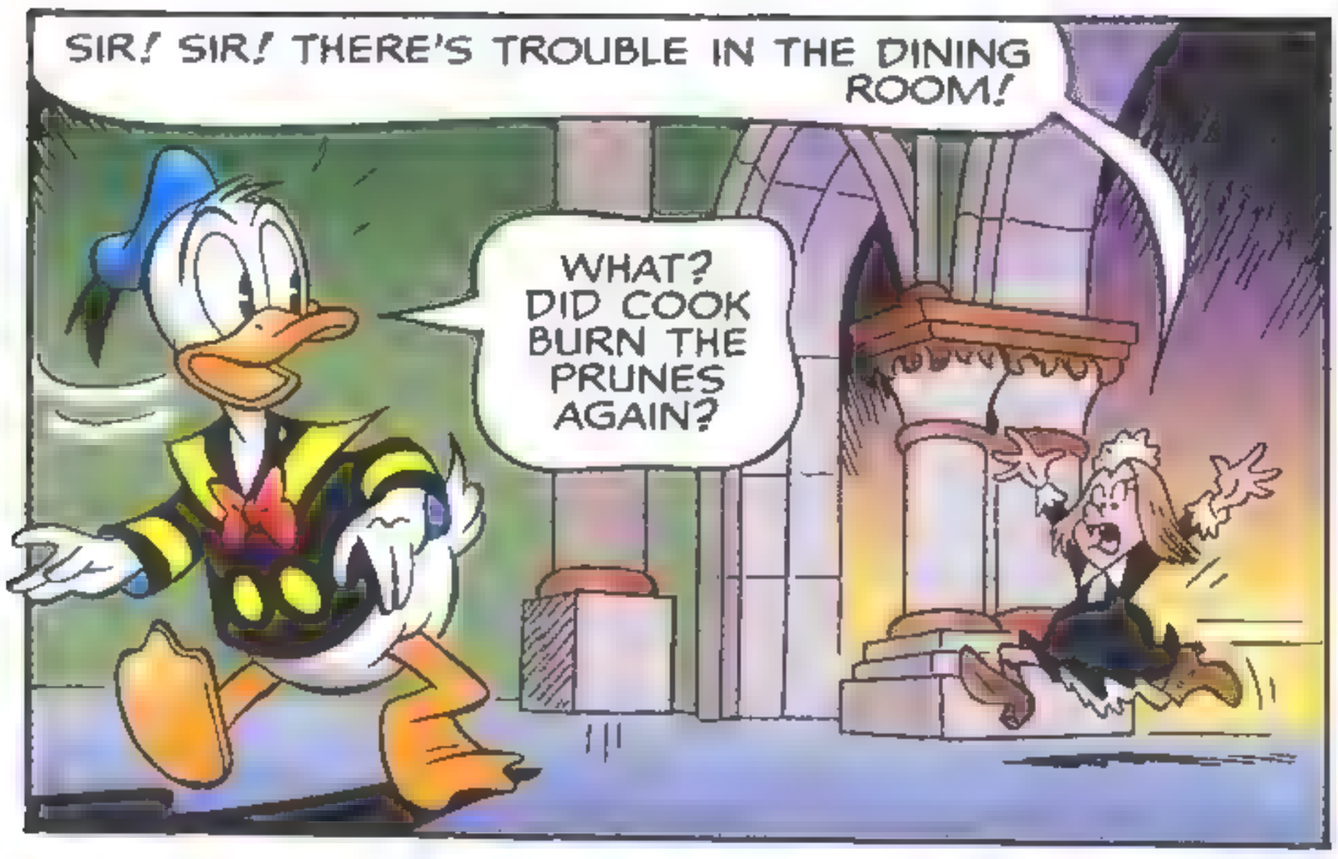
BEEP! BEEP! BEEP!

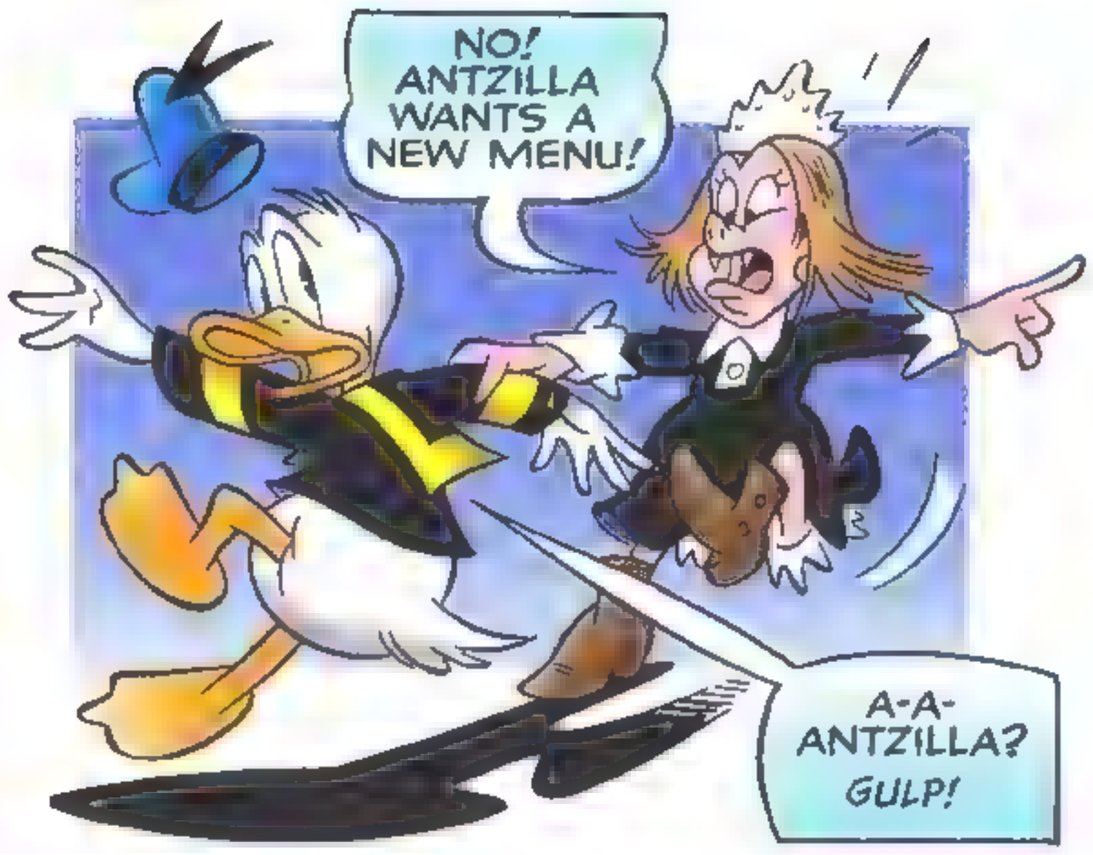
VERY SOON...

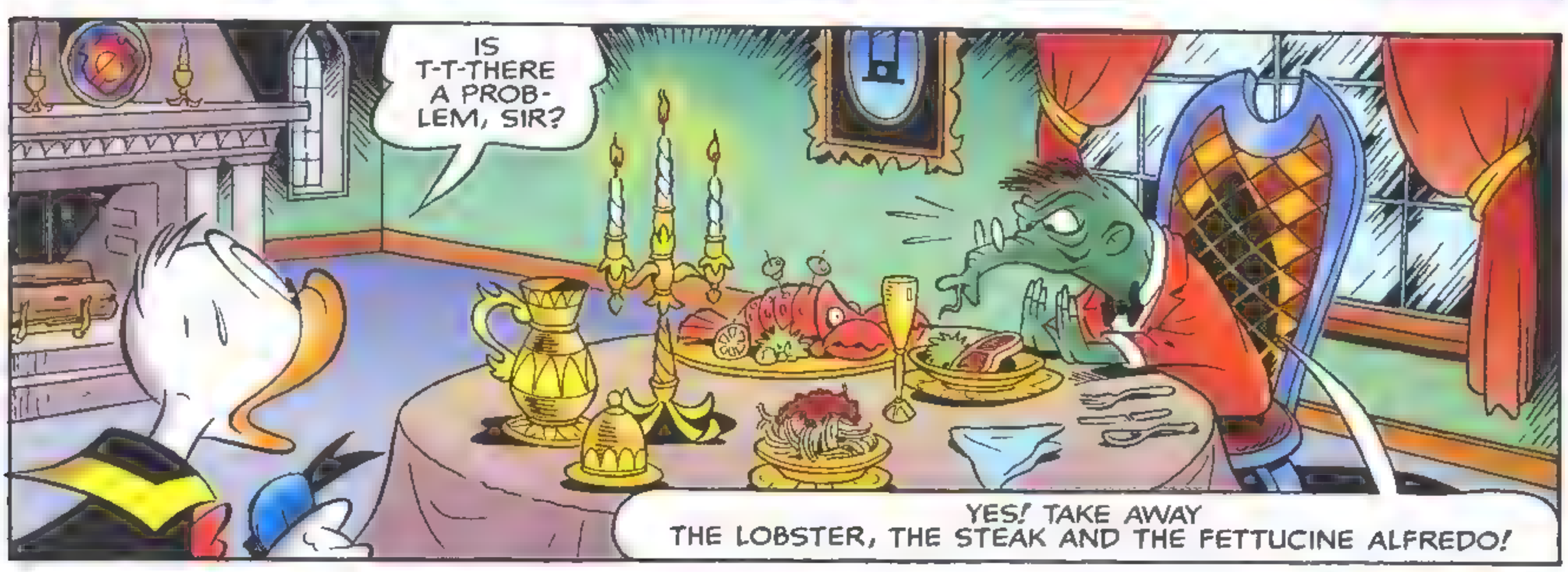
A NIP HERE, A TUCK THERE! SOON YOUR SHROUD WILL HAVE STYLE!

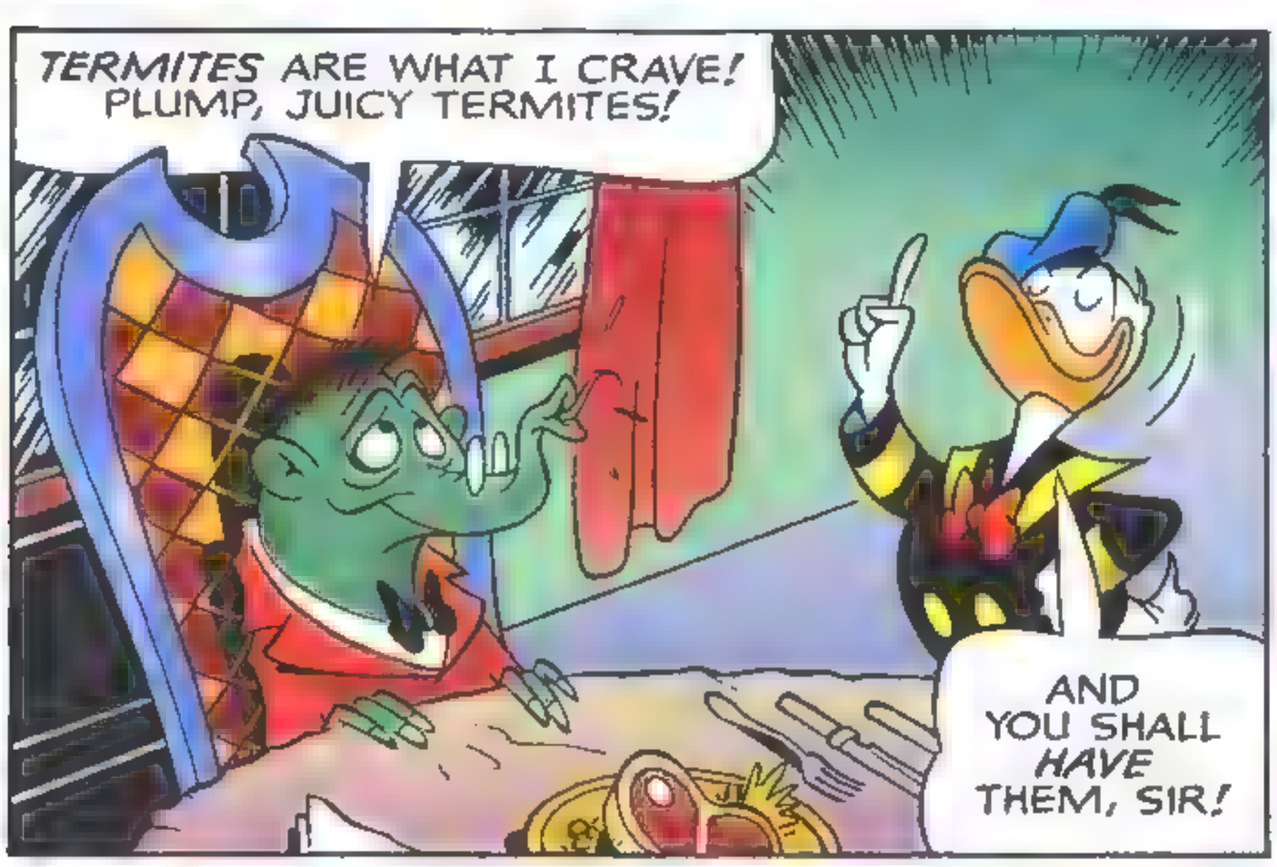
JUST DOING MY JOB, MA'AM!

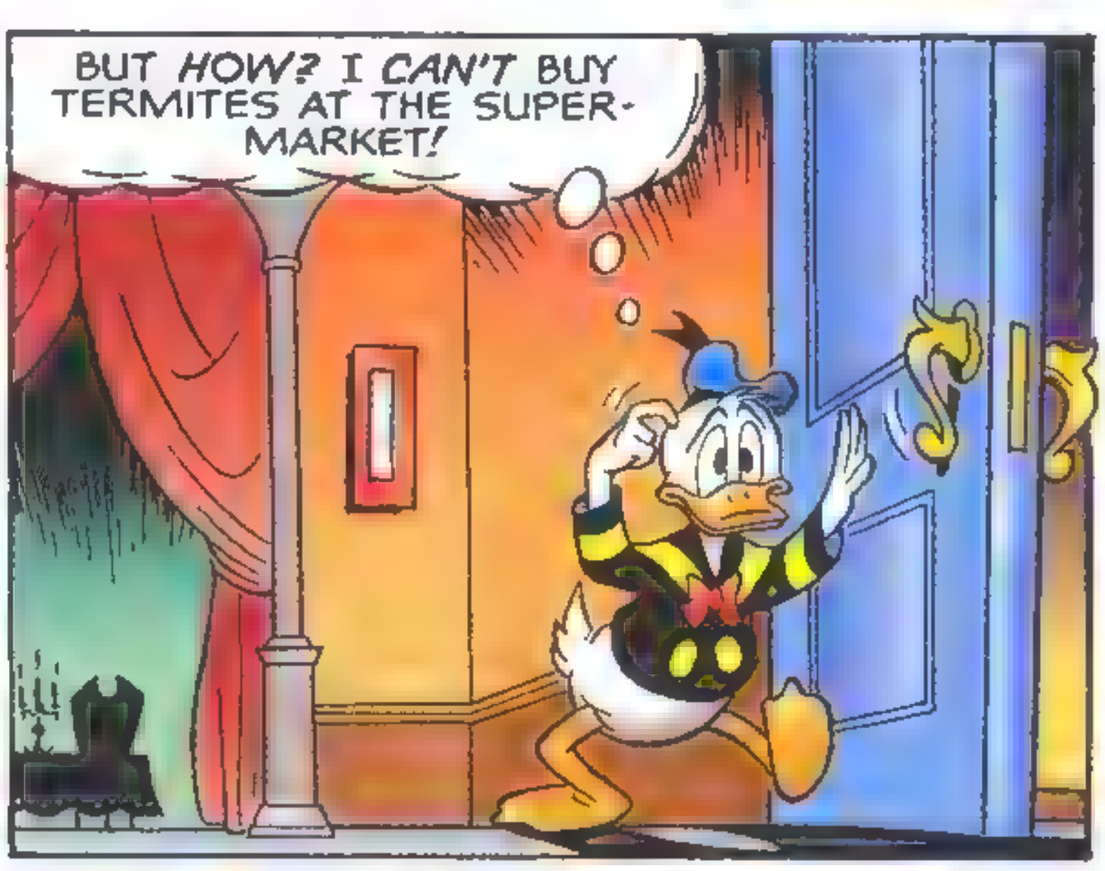
THANK YOU, MISTER DUCK! YOU ARE SO SMART!

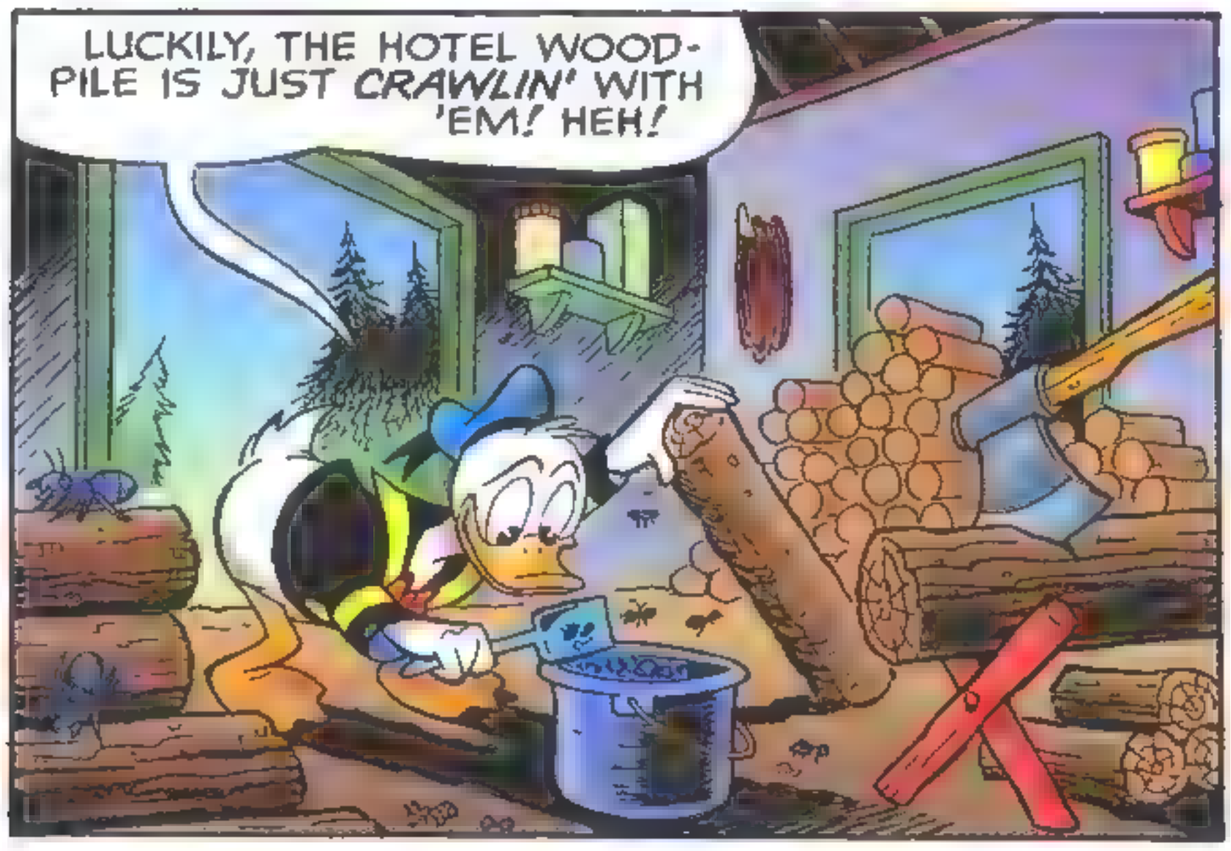

SIR! SIR! THERE'S TROUBLE IN THE DINING ROOM!
WHAT? DID COOK BURN THE PRUNES AGAIN?

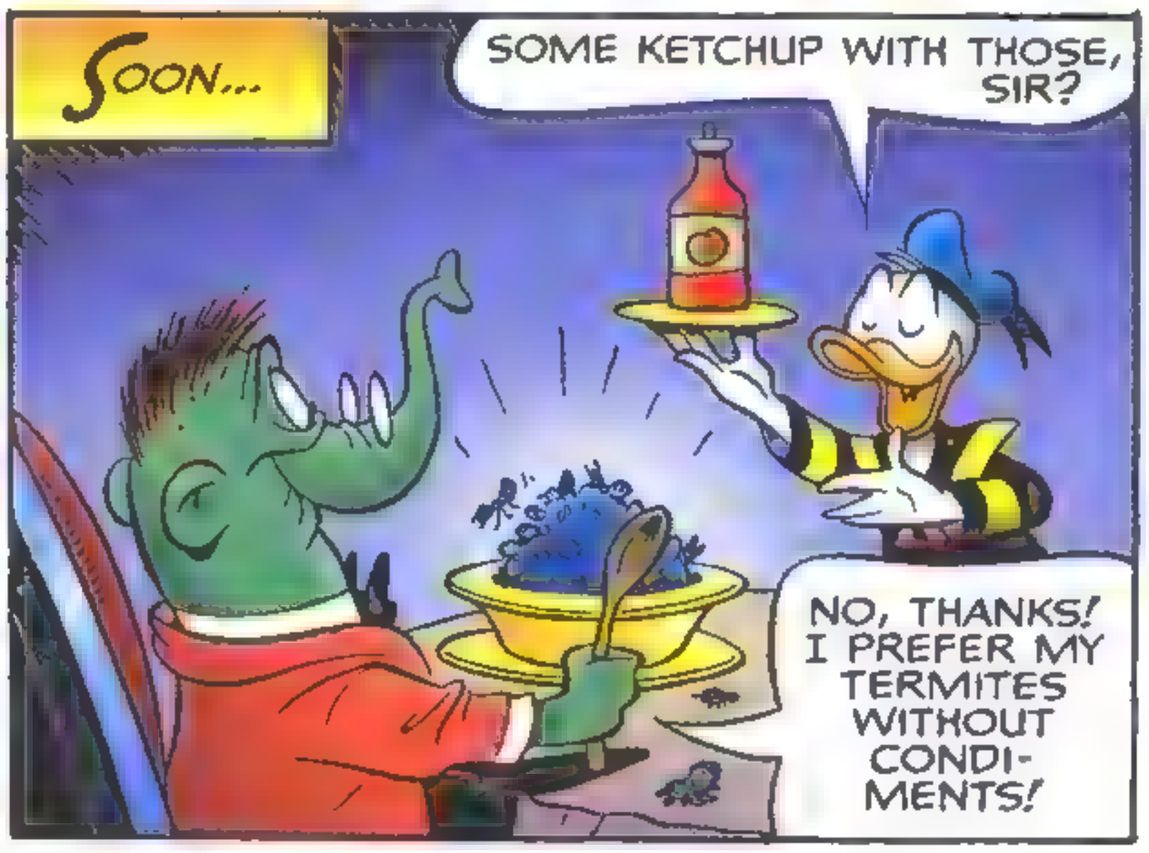

NO! ANTZILLA WANTS A NEW MENU!
A-A-ANTZILLA? GULP!


IS T-T-THERE A PROB-LEM, SIR?
YES! TAKE AWAY THE LOBSTER, THE STEAK AND THE FETTUCINE ALFREDO!


TERMITES ARE WHAT I CRAVE! PLUMP, JUICY TERMITES!
AND YOU SHALL *HAVE* THEM, SIR!


BUT *HOW?* I *CAN'T* BUY TERMITES AT THE SUPER-MARKET!


LUCKILY, THE HOTEL WOOD-PILE IS JUST *CRAWLIN'* WITH 'EM! HEH!


SOON...
SOME KETCHUP WITH THOSE, SIR?
NO, THANKS! I PREFER MY TERMITES WITHOUT CONDI-MENTS!

DEEE-LICIOUS! JUICY, YET CRUNCHY!

SAVE ROOM FOR DESSERT, SIR! GRUBS WITH FUDGE SAUCE!

YOUCH!

BUMP!

SORRY! I'M POSITIVELY *BLIND* SINCE BIGFOOT STEPPED ON MY EYEGLASSES!

Uh, CAN I GET THEM FIXED FOR YOU, MISS?

AFRAID NOT! SIGH! THEY'RE BEYOND REPAIR!

FEAR NOT! I CAN SOLVE *ANY* PROBLEM!

SHORTLY...

CONTACT LENSES! WHAT A GRAND IDEA!

HERE'S THAT CASE OF EYE SHADOW YOU ORDERED, MISS!

OH, GOODY!

LATE THAT NIGHT...

HOOOOOOWL!

WHEW, WHAT A DAY! MONSTERS CAN BE SOOOO DEMANDING!

BUT THIS IS THE BEST CONCIERGE JOB IN THE WORLD...

THE DAYS RUSH BY, KEEPING DONALD VERY BUSY!

YOUR PARTY COSTUMES, GENTS! A HEADMASTER AND A DENTIST!

WOW! ARE WE GONNA SCARE FOLKS, OR WHAT?

YOUR SUIT'S BACK FROM THE CLEANERS, COUNT! THEY GOT ALL THE STAINS OUT!

SPLENDID!

HERE'S THE APPLES YOU WANTED, MA'AM! BAKING A PIE?

NOT EXACTLY! CACKLE!

YES, DONALD'S VERY BUSY...

...TOO BUSY TO NOTICE THE BLOB'S BATHTUB IS LEAKING...

DRIP! DRIP! DRIP!

...AND ANT-ZILLA'S LEFTOVERS ARE EATING THE FURNITURE!

MUNCH!

MUNCH!

ONE WEEK LATER...

LETTER FOR YOU, SIR!

Oh, REALLY? THANK YOU!

"DEAR DONALD, I SHALL VISIT THE HOTEL TRANSYLVANIA ON THE 25th. SEE YOU THEN. SINCERELY, THE MANAGER."

WHY, THAT'S *TODAY!*

WAIT'LL THE MANAGER SEES HOW WELL I'M DOING HERE!

MAYBE HE'LL PROMOTE ME TO ASSISTANT MANAGER...

HELP! *SQUAWK!* HELP!

YIKES!! WHAT'S WRONG?

THE PHANTOM'S SINGING AT THE OPERA TONIGHT! *SQUAWK!* BUT HE JUST LOST HIS VOICE!

KEEP CALM, SIR! I CAN SOLVE *ANY* PROBLEM!

GARGLE! GARGLE!

PTUI!

I... I... I CAN TALK! HOW GLORIOUS!

BUT CAN YOU SING? SQUAWK! CAN YOU SING?

MONSTERS IN THE MOON-LIGHT, VAMPIRES IN THE DARK...

WE LIKE OUR HORROR HORRIBLE...

...IN TRANSYL-VANIAAAAAAAA-AAAAAAAAAAAA!

CRASH!

HOTEL TRANSYLVANIA

TINKLE!

HEAVENS TO BETSY! GASP! WHAT'S GOING ON HERE??!!

SHATTER!

DONALD! ALL THE WINDOWS JUST SHATTERED!

HI, MANAGER! I KNOW, MANAGER!

THE PHANTOM COULDN'T SING SO I MADE HIM GARGLE AND THEN HE SANG REAL LOUD AND THEN, AND THEN—

DRIP!

UH-OH!

"UH-OH" AS IN *WHAT?*

"UH-OH" AS IN THE CEILING'S CAVING IN 'CAUSE THE BLOB'S BATHTUB LEAKS!

TOSS ME A TOWEL, SOME-BODY! I'M POSITIVELY *INDECENT!*

SPLOOOSH!

OWWW!

CREEAK!

CRUMBLE!

OOOOF!

SORRY, MANAGER! I GUESS SOME OF ANTZILLA'S TERMITES GOT AWAY!

BROKEN WINDOWS? LEAKY BATHTUBS?? TERMITES???!

DONALD, YOU'RE FIRED!

YOU ARE MAKING AN ENORMOUS MISTAKE, SIR!

DONALD'S THE BEST CONCIERGE ON THE PLANET!

IF *HE* GOES, *WE* GO!

CHOKE!

PLEEEEASE RECONSIDER! HE'S MY TERMITE SUPPLY! WITHOUT HIM, I'LL STARVE!!

WELL, MANAGER? CAN I HAVE MY JOB BACK?

WELL, YOU *HAVE* MADE THE CUSTOMERS HAPPY, NO MATTER WHAT!

BUT THE HOTEL TRANSYLVANIA IS RUINED!

ON THE CONTRARY, MY GOOD MAN...

...IT IS *MUCH* MORE HOMEY THIS WAY!

HELP! HELP!

CAN YOU DO SOMETHING DIFFICULT, SOMETHING COMPLI-CATED, SOMETHING ABSOLUTELY IMPOSSIBLE?!

I CAN SOLVE *ANY* PROBLEM, SIR! I'M A *CONCIERGE!*

HELLO, INSURANCE COMPANY? WE NEED TO UP OUR COVERAGE ON THE HOTEL TRANSYLVANIA!

THE END!

Admittedly, I've been out of the loop with Gemstone for a while, but I'm glad I got back in now!

I had to go through many hardships to obtain *Walt Disney's Comics and Stories* 667, but it was worth it! This is exactly the kind of issue Gemstone should've been publishing since day one. It reminded me of those great Gladstone issues.

I was absolutely delighted to see a complete Floyd Gottfredson story, "Pflip's Strange Power." Please print more later Gottfredson stories! I'd love to see them!

William Van Horn's new Donald story was a plus, as was seeing one of Al Hubbard's Scamp stories. I'm really glad that the minor guys are showing up more now. I'd really like to see more feature characters soon! Keep up the excellent work.

—Thad Komorowski
via email

Well, hello, Thad K. It's good to have you back on board. Unfortunately, our license precludes us from publishing many feature characters, with Scamp being an exception.

I definitely agree with the policy of featuring a variety of stories and characters in *WDC&S*. This approach has served the title well since its inception and will still work today, provided that quality backup material is used.

The latest thicket of "small works" (*WDC&S* 669) contained more roses than thorns. For William Van Horn, "Nightmuscle" represented a return to top form. Though the idea of Donald playing a caped crimefighter isn't exactly new, "Silly Billy" kept the chortles coming and even harked back to the Disney Comics *Donald Duck Adventures* era by using an obsessed, eccentric loony (the bubble-gum burglar) as one of Donald/Nightmuscle's foes. With "Pitstop Problems," we finally got a chapter of the "Formula One" saga that focused entirely on events during a race. Donald didn't come off very well in this "battle of wills," but given the amount of leverage he held over Scrooge as Team McDuck's driver, it's easy to imagine him revolting at some point. (In this continuity, at least, Scrooge wouldn't have the option of hiring Launchpad McQuack as a replacement.)

On the negative side, the conclusion of the Mickey "Robot Wrestling" epic was as disappointing as the previous chapters had been. The return of Professors Ecks, Doublex, and Triplex (and in this case their supercomputer Quadruplex) should have brought forth a far more substantial tale than this. The use of the captured Sam Simian as the source of quick-tempoed exposition was particularly painful, given Don Markstein's good track record.

—Chris Barat
via email

You were disappointed with the Robot Wrestling stories, but our next correspondent really liked them. Which just goes to show—yet again—that we all have different tastes, and that's why we try to include a selection of diverse material in anthology titles such as WDC&S.

So my *WDC&S*-reading peers have voted down the idea of non-Donald covers. Well, you can't win 'em all, but I'll gladly accept Branca's Chip 'N' Dale inclusion on the front of issue 669 as a middle ground. Fun cover.

Good stuff from Bill Van Horn in "Nightmuscle," though Donald evidently has selective memory, considering his twin Super Snooper debacles under Carl Barks and then Don Rosa.

Don Markstein's giant robot story was the best yet, although personally I think I'm ready to see Mickey doing something other than smashing humongous mechanical beings all the time. Fantastic dialogue from David Gerstein in "Zeke Takes the Cake." Is there a better dialoguist in the business? Wow. I hope he doesn't leave Gemstone's staff anytime soon, because boy, what a loss that'd be. The rest of the stories were solid, leaving this month's issue pretty darn good.

—Robert Hutchings
via email

Be of good cheer, Robert. Even though the verdict was for Donald covers on WDC&S *most of the time, we'll still find room for other characters on occasion. As a matter of fact, look for a Mickey cover by Daan Jippes illustrating "Mickey Mouse Joins the Foreign Legion," a classic Floyd Gottfredson story, coming up on* WDC&S *676.*

Letters selected for publication may be edited for length and/or content.
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QUESTIONS ABOUT SUBSCRIPTIONS OR BACK ISSUES? Contact Angie Meyer at mangie@diamondcomics.com
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Walt Disney's Comics and Stories

#673, Oct 2006